The One Ring™ Roleplaying Game

Rivendell™

Fantasy Roleplaying in the World of The Hobbit™ and The Lord of the Rings™

Based on the novels by J.R.R. Tolkien

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- Introduction -

Rivendell takes *The One Ring Roleplaying Game* across the Misty Mountains and into Eriador where the Rangers of the North strive to protect the lands of their lost kingdom, and the High Elves of Rivendell maintain a bastion of their ancient culture.

The first part, **Imladris**, describes the House of Elrond, the hidden refuge of the hardiest adventurers of the Third Age, and home to personalities like Glorfindel and Arwen Evenstar. The valley of Rivendell offers an invaluable sanctuary to those few who can find it, and a number of unique undertakings are described herein for a visitor to attempt during the Fellowship phase.

A History of Eriador and **The Regions of Eastern Eriador** explore the history and geography of the lands of eastern Eriador, from the Greenway in the west to the foothills of the Misty Mountains in the east; from Angmar in the far north to Tharbad and Eregion in the south. Each region is broken down according to the following scheme:

First, the region in general is described, noting its borders and its major features.

Secondly, any important flora or fauna are noted. Eriador was once home to ancient kingdoms, but now is desolate and haunted. All about are scattered old ruins, and nature has been taking over with the passing of centuries.

Next, the region's inhabitants, if any, are described. Most of Eastern Eriador has been abandoned long ago, and is all-but-deserted of civilised folk in the Third Age of Middle-earth. Its denizens are generally wicked creatures that profit from the inhospitable nature of these lone-lands to hide.

Fourth and fifth come the Notable People and Notable Places of the region. As previously stated, any who lives in the wilds of eastern Eriador is generally a wicked creature, or the occasional madman. But there are still those out there who have chosen to be there for a reason or a cause, and who may help – or hinder! – the companions in the course of their adventures.

The Notable Places entries detail locations worthy of mention, ancient ruins of historical significance or landmarks that heroes are likely to visit in their wanderings. As always, everything in this book can be either used or ignored by the Loremaster: what exactly awaits the company in Eriador must remain a mystery.

Several new Fellowship phase undertakings are included in this chapter, along with Hazard suggestions and other assorted challenges that might be faced by the heroes.

The fourth part, **New Monsters,** contains a bestiary for these lands, containing a host of new monsters, spirits and beasts, as well as several unique entities of great power and malice.

In **Magical Treasure**, new rules are provided for the Loremaster to introduce treasure hoards that may contain precious objects, wondrous artefacts and magical weapons into their campaign.

The sixth part, **The Eye of Mordor** presents optional rules that the Loremaster can use to reflect the troubling influence of the Shadow upon the land. Adventurers should be wary lest their activities attract the attention of the Enemy or simply draw an ill-luck upon themselves that will plague all their endeavours.

Finally, **Heroic Cultures** presents two new heroic cultures for use in the game: the High Elves of Rivendell and the Rangers of the North. Both these heroic cultures are unique in many ways, for they could be considered more powerful than those presented in *The One Ring* so far.

How to Use Rivendell

This book is a guide to the places and peoples of this part of Middle-earth, and is an invaluable source of new gaming material that complements what has been presented in *The One Ring Roleplaying Game*. It is intended primarily for the Loremaster, who can use this material to greatly enhance an ongoing campaign.

The new rules and playable cultures presented herein are especially suited to a veteran gaming group, counting a number of experienced heroes in its company. Players may be allowed to read a few selected parts of this book, but should generally refrain from doing so.

The companion volume to this guide is a scenario supplement entitled *Ruins of the North*. This supplement contains six adventures set in eastern Eriador and based out of Rivendell itself. Many of the Loremaster characters and locations featured in *Rivendell* play key roles in these adventures. You don't need *Ruins of the North* to use *Rivendell*, but you do need *Rivendell* to use *Ruins of the North*.

The Passing of Years

The material presented in *Rivendell* assumes the year is some time after 2951, possibly as far into the Tale of Years as the year 2977, the ideal date for the conclusion of *The Darkening of Mirkwood* campaign.

For Loremasters who wish to set their games in Eriador to be contemporary with the start of *The One Ring* campaign (TA 2946), note that life has changed little in these lands in the past few decades.

- Imladris -

"…Imladris was of old the name among the Elves of a far northern dale, where Elrond the Halfelven dwelt, greatest of lore-masters."

Travellers coming from the High Pass or travelling east to cross it might find themselves marching across a high moor, where the wind hisses through the heather. The vast slope climbing towards the mountains is broken by many narrow ravines and gullies, filled with trees or resounding with the crash of falling waters.

If they know their way, or if they are lucky enough, sooner or later they will stumble upon a path marked with white stones, leading to the edge of a steep fall. Over the edge and far below lies a fair valley, cloven by a swift-running river rushing in a rocky bed. A twisting flight of steps first meanders among tall pine trees, then descends among oaks and beech trees, until it reaches the brink of the river, where a narrow bridge of stone leads to the "Last Homely House east of the Sea".

The Hidden Valley

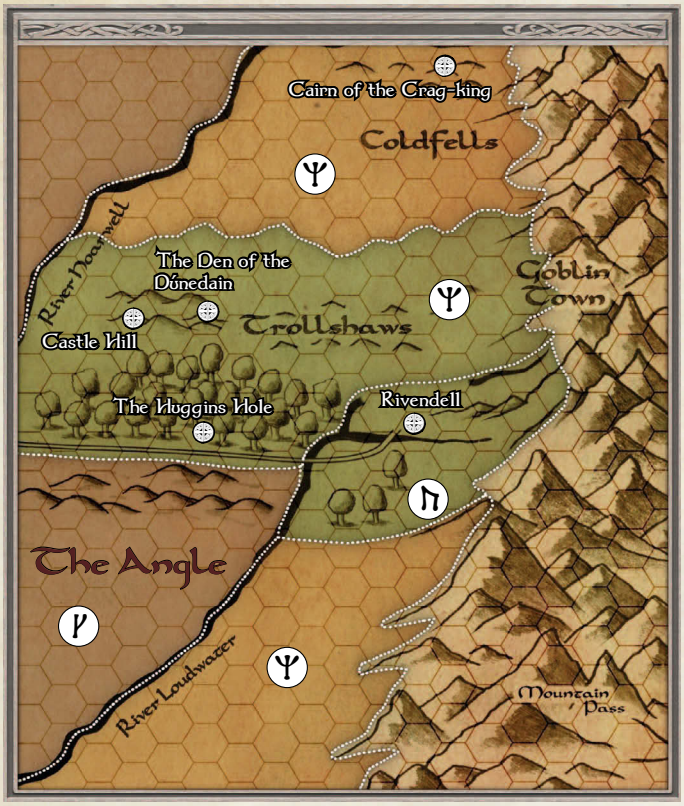
The valley known as Imladris (Elvish for "deep valley of the cleft") is one of the many gullies and ravines dug by the waters of the river Bruinen, the Loudwater, as they tumble down from the Misty Mountains to the east. Elrond the Halfelven came here in another age of the world, looking for a refuge for the High Elves of Eregion fleeing from the destruction of their land.

For centuries, the Elves dwelt in peace in the hidden valleys of the region, but their Lord always kept a watchful eye on the manoeuvres of the Enemy. The hosts assembled for the Last Alliance of Elves and Men mustered in Imladris before they were ready to move against Mordor, and Elrond was always a steadfast ally of the Dúnedain of Arnor in their wars against Angmar.

In the Third Age, Elrond chose to give protection to the Heirs of Isildur, and since the end of the North-kingdom the sons of the Chieftains of the Dúnedain have been raised in Rivendell, and the heirlooms of their house left in the keeping of its Master.

But five thousand years are a long time even for the Elves, and the sorrows they endured were many. With the passing of the centuries the number of the Elvenfolk of Rivendell dwindled, as more and more left Imladris to return West over the Great Sea. The house of Elrond became a sanctuary for the weary and the oppressed, and a safe haven where the memory of all that had been fair could be preserved from the injuries of time.

All those who are in grave need of good counsel or protection come looking for the Last Homely House. But the path to Rivendell is not for everyone to find...



The Last Homely House

The House of Elrond itself is a large mansion with many halls, pillared porches and comfortable rooms for guests. Several outbuildings are connected to the main house by covered walkways and winding paths, and gardens and terraces open above the steep bank of the river. Bells ring to summon the guests of Elrond to the Great Hall when meals are served, or to signal the beginning of important gatherings.

The Front Porch

The front porch is a vast portico, large enough to shelter many horses, should visitors be in need of haste. It is adorned with a silver fountain in the shape of a slender tree drooping over a marble basin. Many stained glass windows open on the porch, at both sides of the front doors of the House of Elrond.

The wide wooden doors are solidly built using wood from a single holly tree. Their white, smooth panels appear devoid of any decoration, but are actually set with hundreds of tiny white beryls, cunningly cut thousands of years ago by the jewel-smiths of Eregion; the small stones glitter with innumerable sparkles when they reflect and multiply a source of light.

Finding Rivendell

It was not so easy as it sounds to find the Last Homely House.

Adventurers attempting to enter Rivendell without leave or invitation from Elrond and who lack an appropriate guide will find it very difficult to find the right path. To an inexperienced eye, the landscape appears devoid of any useful landmarks, and even a veteran traveller will be confused by the nondescript quality of the territory.

While Rivendell is certainly a remote place, the reasons for such travelling difficulties are not immediately apparent. In truth, Imladris is a secret valley, hidden to the eye of the Enemy by the power of its Master, and the Elven Ring he wears.

When a journeying company approaches Rivendell, the Guide must pass a test to find the path marked with white stones. If the guide of the company is an Elf, possesses the Elf-friend Trait or has a Wisdom score equal to 4 or more, then he needs only to succeed in a Travel roll with TN 14. A Guide who has none of these uncovers the proper path only on a roll producing a ᚠ rune instead.

The Guide may attempt the Travel roll once a day. Each failed roll results in a Hazard episode, as if the roll produced an eye icon. Actually rolling an eye icon results in a Hazard episode AND in the impossibility of repeating the Travel roll for the following three days.

1 - Elrond's House
2 - Residences, Workshops, Meeting Chambers
3 - Armoury
4 - Infirmary
5 - Baths
6 - Servants Quarters and Stables
7 - Erestor's House
8 - River House
9 - Smithy
10 - Cloister
11 - Cloister
12 - House of Glorfindel
13 - Garner
14 - Training Ground
15 - Guest Stables
Rivendell

The doors open on a corridor that leads to the Entrance Hall and to the two great halls of the House of Elrond to the left and right (to the right is the Great Hall, while to the left is the Hall of Fire). There are no guards set to watch the front doors – no enemy may enter Rivendell without the Master of the house being aware of it.

Entrance Hall

The wide opening facing the threshold of the House of Elrond reveals the magnificence of its Entrance Hall: a long, high passage leading across the building to the East Porch and the gardens beyond. It is paved with large flagstones quarried from the Misty Mountains and is illuminated by lanterns hanging from the carved beams crossing the vaulted ceiling. The central lantern, by far the largest, was made by the Dwarves of Moria, and its reddish light makes the passage look like it's dug deep underground.

Passages open to the left and right, and two flights of stairs lead to the upper floors. Along the walls of the hall hang the arms of the household of Elrond, together with many banners, flags and pennants, relics from a time when Elrond was the herald of Gil-galad and marched with his host.

The Great Hall

The main hall of Elrond's house is found to the right side of the building, and it is a high room long more than three times as it is wide. The hall is entered through a screens passage, leading from the entrance corridor. The high table is found upon a dais, at the opposite end of the hall, and two long tables are placed perpendicular to it, to the sides of the great hearth that opens in the middle of the hall. Above the screens passage is a balcony, where Elvish minstrels play their sweet music.

Tall stained glass windows line the side of the hall facing south, with the largest and most decorated one opening above the high table. A vestibule leads to the terraces outside, while the doors to the left open on the kitchen and pantry.

When meals are served or guests are received, Elrond sits on a great chair at the right end of the high table. He usually invites his most distinguished guests to sit to his right and left sides. But the place of honour in the middle of the high table is reserved for someone else: against the tapestry hanging upon the east wall is a chair placed under a canopy, and there used to sit Celebrían, daughter of Galadriel and wife of Elrond, before she departed over the Sea. Today, the chair is reserved for Arwen, their daughter, when she resides in Rivendell with her father.

The woven cloth set upon the wall above the high table shows an Elven ship sailing into the High Sea, heading West. The craft of its makers is such that whoever looks at the tapestry experiences something different, depending on the wisdom of the viewer: some feel a sea-breeze gently blowing, some smell a sweet fragrance on the air, or hear the sound of singing as if it came over the water; others swear they can see distant white shores appear over the horizon, beyond the rolling waves...

The Hall of Fire

The Hall of Fire is as wide as the great hall of Elrond, but it is mostly empty, without a screens passage, nor tables or dais. In most days, the only source of light is a bright fire burning in a great hearth between two rows of carven pillars. The fire is fed all year round, and guests of Elrond come here to find comfort and peace, as merely being in the Hall of Fire seems like a cure for the spirit.

On high days the hall comes to life with the sound of many fair voices. Elvish minstrels play the songs they spent decades perfecting, and poems and tales of distant ages of the world are recounted for evenings on end.

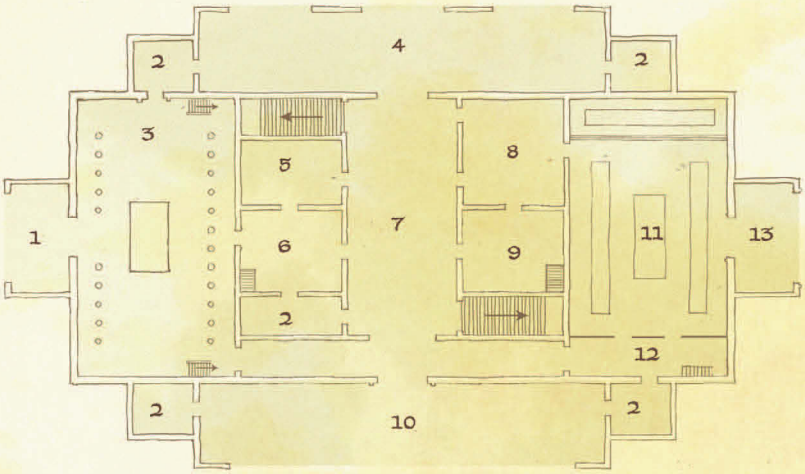
Other folks fall easily under the spell of the Hall of Fire, and may find themselves spending many evenings sitting and thinking, or looking for (and finding!) the right words for a new poem or a song. And if they are skilful enough, or just lucky, the Elves might even recite their poems or sing their songs.

The Eastern Porch

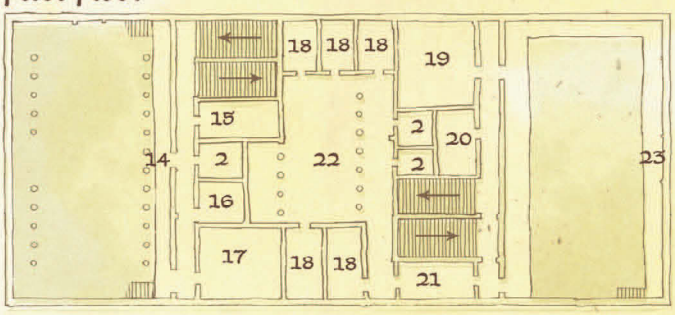
The eastern porch opens on the high garden overlooking the banks of the mountain stream. Several paths start from here and follow the course of the loud-flowing Bruinen towards the mountains, or wind up to the left, in the direction of the pine-woods to the north of the house.

The House of Elrond

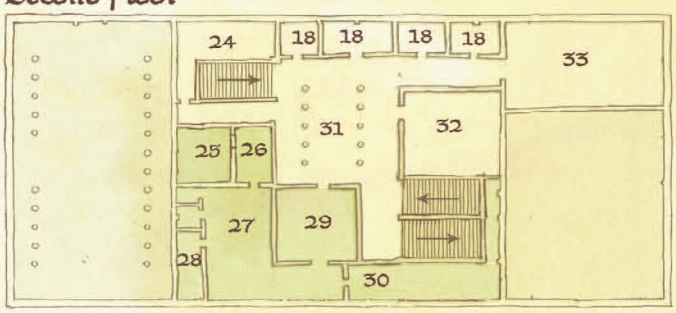
Ground Floor



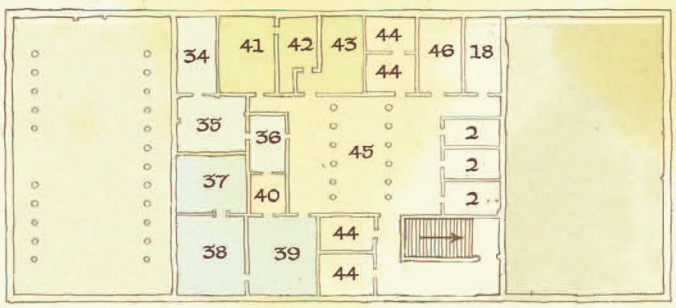
First Floor



Second Floor



Third Floor



1 - North Vestibule
2 - Storage
3 - Hall of Fire
4 - Eastern Porch
5 - Armoury
6 - Butler
7 - Entrance Hall
8 - Kitchen
9 - Pantry
10 - Front Porch
11 - Great Hall
12 - Screen Passage
13 - South Vestibule
14 - Hall of Fire Gallery
15 - Audience Chamber
16 - Composition Room
17 - Music Room
18 - Guest Room
19 - Library
20 - Lindor's Chamber
21 - Guard Room
22 - Communal Space
23 - Minstrel's Gallery
24 - Chamber of Heirlooms
25 - Elrond's Secret Chamber
26 - Elrond's Chambers - Library
27 - Elrond's Chambers - Bedroom
28 - Elrond's Chambers - Armoury
29 - Elrond's Chambers - Reception Room
30 - Elrond's Chambers - Dressing Room
31 - Communal Space
32 - Library
33 - The Solar
34 - Elladan's Chambers - Bedroom
35 - Elladan's Chambers - Dressing Room
36 - Elladan's Chambers - Reception Room
37 - Elrohir's Chambers - Dressing Room
38 - Elrohir's Chambers - Bedroom
39 - Elrohir's Chambers - Reception Room
40 - Elrohir & Elladan's Armoury
41 - Arwen's Chambers - Bedroom
42 - Arwen's Chambers - Dressing Room
43 - Arwen's Chambers - Reception Room
44 - Servant's Quarters
45 - Communal Space
46 - Estel's Chamber

Cellars, Crypts and Caverns

47 - Wine Cellars
48 - Meat, Cheese and Vegetable cold storage
49 - Pantry
50 - Armoury
51 - Cache of Elven Artifacts from the Ages
52 - To the River
53 - Library of Precious Old Tomes
54 - Secret Vault
55 - To Glorfindel's House
56 - Underground lake
57 - Warded Chamber
58 - Warded Chamber
59 - Crypts
60 - Crypts
61 - Crypts
62 - Reliquary - The Most precious of Elrond's treasures
63 - Treasury
64 - Refuge - Antechamber
65 - Refuge - Mustering Chamber
66 - Refuge - Armoury
67 - Refuge - Accomodation
68 - Refuge - Stores
69 - Refuge - Stores
70 - To the River
71 - To the Forest
72 - To the Stables
73 - To Further Natural Caverns

The bubbling of the falling water mingles ever with the sound of music being played somewhere in the house of Elrond. In the warmer months of the year, but even as late as October, the Master of Rivendell gathers his friends and guests here in the eastern porch, to enjoy the fresh air and the singing of birds and the rustling of leaves. Important councils and debates are always held here, as Elrond finds the open air to be most congenial to the discussion of weighty concerns.

Upper Floors

Stairs lead from the ground floor to the upper floors. Here are found the private quarters of the Lord of Rivendell, those of his family members, and of the most prominent components of his household. Several private rooms of differing size are reserved for guests. Most rooms have one or more windows, and flat ceilings crossed by dark wooden beams, carved with ornamental motifs.

On the uppermost floor is housed a small dovecote, with domesticated pigeons, doves and other small birds. They are sometimes used as carriers of messages by Elrond, and are personally trained and attended by him.

The Upper Solar

Guests of Elrond also have access to a quiet solar, a large room facing south; here, they can comfortably sit to read and write at their leisure, or play a game using the marble chessboard with wooden pieces placed in front of one of the largest windows.

The chess set was crafted in Númenor, and was brought to Rivendell by Elendil as a gift to Master Elrond. It is said that Gil-galad and the High King of the Dúnedain played many games on this chessboard, as they prepared for the War of the Last Alliance.

Maps & Books of Lore

Even if much of the knowledge and traditions of the Elves is preserved in songs and tales by their minstrels and lore-masters, the Lord of Rivendell keeps many "storied and figured maps and books of lore" in his house. Precious manuscripts can be found in his private quarters, in some rooms for guests, in the solar, and in a secret room whose door can be opened only using a key that Elrond always keeps with himself. The collection of Elrond is a veritable wealth of knowledge, unparalleled in these corners of the world. But this body of wisdom mainly concerns the deeds of the Elves in the Elder Days, and as such it is written in scripts and tongues that are dark even to the most learned of scholars not belonging to the Firstborn.

One day will come when someone will endeavour to translate those stories, and to make available the lore of Rivendell outside of its boundaries; it will be a work of great skill and learning, one that will take years to complete and fill many volumes...

Vault

A vast complex of underground chambers extend beneath the House of Elrond. There are many cellars for the storing and ageing of liquors and wine, and vast pantries for the storing of food.

Deeper underground lie crypts where many precious and worthy things saved from the ruin of Eregion are kept hidden. These treasures are secreted behind doors sealed with locks devised by the most cunning smiths of the Eldar. Only Lindir, the butler of Elrond, knows the secret of their opening, and keeps a record of what lies there and where do all the underground passages lead.

Outbuildings

The valley of Imladris has given refuge to the survivors of an entire folk and have seen the mustering of the greatest host of Elves and Men since the breaking of Thangorodrim. Many fields, vineyards and orchards dot the landscape, and several buildings stand close to the House of Elrond. More lie hidden in the nearby dales, the remnants of the many dwellings and settlements that once attended to the needs of a much greater number of inhabitants.

Among the outbuildings is the distillery used by Erestor, Damron's smithy, an infirmary with adjoining baths, a cloister, a garner, several mills and stables, and an armoury and training ground.

Notable Characters

The Last Homely House is home to a great number of important personalities. The household of the Master of Imladris counts many Elf-lords of great renown, and since the time of Aranarth, son of Arvedui and first Chieftain of the Dúnedain, the Heirs of Elendil have been raised in Rivendell, to better defend and preserve the lineage of the kings of the Northern Realm. In the Hall of Fire, many adventurers and wanderers can be found resting from their toil, as guests of Elrond.

The Errantries of the King (2957-2981)

In the year 2951, a young boy of 20 named Estel receives from Elrond the ring of Barahir. For the first time, the Master of Imladris calls him with his true name, Aragorn, and reveals to him his lineage as the true Heir of Isildur. (Up to that day, Aragorn had been raised by Elrond as if he were his own son).

The next day, Aragorn meets Arwen in the woods of Rivendell, recently returned from the land of Galadriel and Celeborn. From that fateful moment, Aragorn is in love with Arwen, daughter of Elrond. After the encounter, Aragorn will not see her again for almost thirty years, a brief spell for the long-lived Elves, but enough for a Man to become the hardiest and wisest of his time.

From the year 2957 until 2980 Aragorn travels far in to the East and South, riding with the Riders of Rohan and fighting for Gondor. Companions visiting Rivendell may have a chance to meet him only if they enter the house of Elrond before the beginning of his journeys, or after his return.

In the intervening years, heroes in Rivendell may hear news of his deeds, but only if they have gained the trust of Elrond, his daughter, or that of another member of the Wise.

Elrond Halfelven

"...my memory reaches back even to the Elder Days. Eärendil was my sire, who was born in Gondolin before its fall; and my mother was Elwing, daughter of Dior, son of Lúthien of Doriath. I have seen three ages in the West of the world, and many defeats, and many fruitless victories."

Elrond, the Master of Rivendell, has lived in Middle-earth for more than six thousand years and has dwelt in Imladris since its foundation in the Second Age. He is called the 'Halfelven', as in his blood are mingled the lineages of the noblest houses of Men and High Elves alike. At the end of the First Age he was given the choice of which kindred he would belong, and Elrond chose to be of Elven-kind.

In the year 109 of the Third Age Elrond married Celebrían, daughter of Galadriel and Celeborn. She bore him three children: Elladan, Elrohir and Arwen.

More than four hundred years ago, Celebrían left Middle-earth never to return. She had suffered torment by the hand of the Orcs, after they seized her as she journeyed across the Misty Mountains. The healing arts of Elrond healed her body, but could do nothing for her wounded spirit, and she sailed West.

When Celebrían said her last farewell to Imladris, Elrond saw in her eyes the fate of the Elder Kindred still dwelling in Middle-earth – to fade, or depart. From that day, Elrond has redoubled his efforts in guiding others, providing advice and refuge to those who are lost, and attempting always to heal the hurts of the world at the best of his powers.

Attribute Level:	9
Specialities:	Elven-lore, Leechcraft, Shadow-lore
Distinctive Features:	Lordly, Generous, Just
Relevant Skills:	Lore ♦♦♦♦♦♦, Healing ♦♦♦♦♦, Insight ♦♦♦♦

Encountering Elrond

The Master of Imladris appears as neither old nor young. In his countenance is combined the wisdom of a king and the vigour of a strong warrior. He wears a circlet of silver upon his dark hair, and in his eyes are the memories of years uncounted.

When at home, Elrond can often be encountered in the eastern porch, discussing important matters with a guest, or playing an ancient tune on his silver harp in the Hall of Fire.

Elrond doesn't leave the valley of Rivendell often, as he has many duties to attend. He has chosen to be one of the guardians of Middle-earth, a responsibility he shares with the other members of the White Council.

Elrond as a Patron

Since the founding of Imladris, Elrond has been preparing for the coming war. He was there when Isildur failed to destroy Sauron once and for all, and he has been expecting the return of the Shadow ever since. He is one of Sauron's chief foes, and he has the gift of foresight. If the companions go to Elrond for advice, he will help them in a measure that is proportioned to their willingness to fight the Enemy.

Whoever has been granted access to Rivendell may meet Elrond, but he has no time for idle talk – someone who entered the valley for nothing more than expedience will find that Elrond doesn't entertain guests indefinitely. Conversely, if he deems an appeal to be of appropriate consequence, he will take action, either granting refuge or direct help. Elrond is a master of healing and one of the Wise of Middle-earth, and in his household are Elven-lords of great power.

Vilya, the Ring of Air

Elrond is the guardian of Vilya, one of the three Rings of Power created by Celebrimbor of Eregion. The Ring of Air was entrusted to his keeping by Gil-galad, the High King of Lindon, and Elrond has kept it hidden and untouched for centuries. For as long as the Ruling Ring was in the hand of the Dark Lord Sauron, the Elven Rings were under his dominion.

In the days of Isildur, the One Ring finally passed out of all knowledge. The Three were released from the grasp of the Shadow, and Elrond began using the Blue Ring for the safety of the sanctuary of Rivendell and the preservation of its patrimony of peace and ancient wisdom. Thanks to the judgement of Master Elrond and the power of the Ring, Imladris is unconquered to this day, an untroubled island amidst many perils.

Arwen Undómiel

Arwen is the daughter of Elrond, a kinship that her looks betray so evidently that whoever sets his eyes on her can guess it. Her mother was Celebrían, the daughter of Galadriel and Celeborn of Lórien.

Dark of hair, Arwen has the bearing of a queen, and a beauty that can be only that of someone who belongs to the Fair Folk: young, and yet betraying the wisdom accumulated in many years. Those who have seen her and who are wise in Elven-lore say that in the daughter of Elrond lives the likeness of Lúthien, the Nightingale of Doriath, whose beauty was said to be as the dawn in spring.

Arwen was born in Rivendell, and she has spent much of her life in the land of her father, but she often leaves to go and visit her mother's folk in Lórien, on the other side of the Misty Mountains. When she travels, she is always escorted by her brothers, Elladan and Elrohir. When she is in Rivendell she can be seen sitting at her father's table, or walking in the surrounding gardens.

Attribute Level:	7
Specialities:	Elven-lore, Embroidery, Shadow-lore
Distinctive Features:	Fair, Merciful, True-hearted
Relevant Skills:	Craft ♦♦♦, Courtesy ♦♦♦♦, Insight ♦♦♦♦

Seeing Arwen

Arwen turned towards him, and the light of her eyes fell on him from afar and pierced his heart.

Mortal companions who see Arwen for the first time have never seen nor imagined that such loveliness could be found in a living thing. To behold her beauty strengthens the heart, as it confirms that there is still much in Middle-earth that is fair, and that it is worth fighting for.

When a hero sees Arwen for the first time, he receives 1 point of Hope if his Wisdom score is higher than his Valour. Otherwise, he receives 1 extra Experience point at the end of the session. If the hero's Wisdom and Valour scores are matched, the player chooses his boon.

Glorfindel

Glorfindel was tall and straight; his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music; on his brow sat wisdom, and in his hand was strength.

Glorfindel is an Elf-lord of a house of princes. He sits at the right hand of Elrond, and is his chosen lieutenant and herald. He has fought in all the wars that have seen the involvement of the House of Imladris. He was at the Battle of Fornost leading the forces of Rivendell, and faced the Witch-king of Angmar on the field. For indeed he is one of the mighty of the Firstborn, Elven-wise and possessing a power to withstand the might of Sauron's most terrible servants.

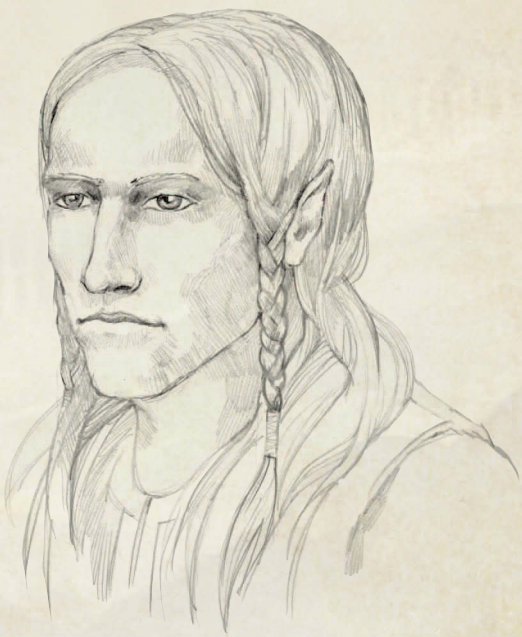
But it is not his fate to go and seek out the Enemy: Glorfindel is the appointed defender of the valley of Imladris, bound to protect at all costs the secrecy of the House of Elrond and the safety of all those who dwell there. For this reason, Glorfindel does not leave Rivendell lightly, but only on errands of the utmost importance. He leaves the patrolling of the lands outside Rivendell to the Rangers of the North and to the sons of Elrond.

When sent out of Rivendell on a mission Glorfindel rides alone, on a great white horse named Asfaloth. A magnificent beast, Asfaloth can ride faster than any horse, and obeys all commands imparted to him by Glorfindel. He may be told to carry a rider to a destination, whether the rider knows the way there or not, and to keep them safely on his back, regardless of how fast they are riding.

Attribute Level:	9
Specialities:	Beast-lore, Elven-lore, Shadow-lore
Distinctive Features:	Energetic, Lordly, Fair
Relevant Skills:	Awe ♦♦♦♦, Explore ♦♦♦♦, Battle ♦♦♦♦♦

Erestor

Erestor is probably the most prominent individual in the household of Elrond, second only to Glorfindel. He is counted among the wise, and he is the chief of Elrond's personal counsellors. He is also a scribe and an illuminator of manuscripts – many books and parchments kept in Rivendell have been written and decorated by the skilled hand of Erestor.



But his cunning is not limited to that. In a small building filled with glass vessels of many shapes and sizes, Erestor prepares miruvor, the precious cordial of Imladris. The

wise Elf distils it using more than one hundred herbs and plants, in a formula known only to himself. The counsellor of Elrond leaves the House of his Master twice a year for several days, when he goes about the mountain dales to search for the ingredients he needs.

Actually, Erestor concocts several types of miruvor, and is always eager to experiment with new substances and processes. The most popular is his travelling cordial, a strong liquor to be drunk in small sips and known to invigorate the heart, body and spirit. Another is a medicinal tonic used by Elrond when his skills as a healer are required. This version of the cordial requires a more complex preparation, and a much longer ageing time. Another simpler version of the drink is a less potent spirit, served at the high table in the Great Hall at the end of most meals.

Some among the Elves of Rivendell say that all versions of the cordial of Imladris share a fundamental constituent: a small measure of a nectar distilled of old from flowers that once blossomed in the Undying West. This is said to be a bright yellow liquid contained in a crystal vial, kept safe in Erestor's most private reserve. It would be a great misfortune if the invaluable substance would run out and found to be irreplaceable, or be lost or stolen.

Lindir

Lindir is the seneschal of Elrond, entrusted with the stewardship of his household. He is certainly the most familiar face to all those who enter the valley, as he is usually the first individual they encounter on their arrival, and the last one they see upon leaving. Lindir seems to possess the uncanny ability to be found wherever his help is required, and whenever he is looked for.

Erestor's Travelling Cordial

As soon as Frodo had swallowed a little of the warm and fragrant liquor he felt a new strength of heart, and the heavy drowsiness left his limbs.

If the company is leaving Rivendell to embark on a mission considered by Elrond to be a matter of great importance, it is possible that the guide of the fellowship will be entrusted with a flask of travelling cordial. Generally, a flask contains enough miruvor for about thirty sips. Heroes may sip from the flask once a day (taking more than that does not have any additional beneficial effect). A draught from the flask restores a number of Endurance points equal to the drinker's favoured Heart's score plus the roll of a Success die. Additionally, the drinker may ignore the effects of being Weary for the entire day.

Erestor's Medicinal Tonic

"You will soon be sound again. Elrond has cured you: he has tended you for days, ever since you were brought in."

Erestor's tonic is a strong, aromatic liquor, both pungent and sweet in taste. Master Elrond uses it to prepare different warm concoctions, to be drank by those he is assisting. Sometimes, he serves it straight, in a small glass, as it helps greatly in relieve the pain of the wounded.

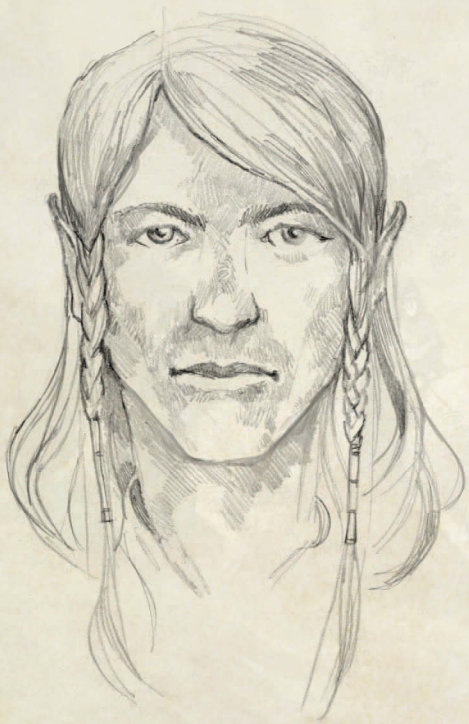
Companions drinking the tonic recover lost Endurance at double their normal pace. Players take into consideration their hero's health status, any special ability that may affect their recovery, then finally double the number of points recovered.

Guests who think that Lindir is just the butler of the house should think again, though – the soft-spoken Elf is among Elrond's most trusted friends and his personal squire in times of war. He used to leave Imladris on errands and missions, but has refrained from doing so since the Lady Celebrían was seized by Orcs in the Redhorn Pass and he failed to rescue her before she was harmed by her captors.

When he is not attending to his services, Lindir dedicates himself to the construction and perfection of musical instruments. Probably the most accomplished luthier east of the Sea, Lindir also possesses a most musical voice, but he is not easily persuaded to sing in the presence of listeners.

Damron, the Elven-smith

To the north of the House of Elrond is a wide clearing dominated by a waterfall, where a mountain stream crashes down a high rock wall. Here, three water wheels operate the bellows and trip-hammers of a large smithy, and charcoal needed for the production of finer steel is made in the nearby woods all year round.



The smithy is the house of Damron, one of the last of the Elven-wrights of Eregion. He was an apprentice at the time of the destruction of that land, and he was brought out of the city of Ost-in-Edhil by Elrond himself, who carried his badly burned body for many miles. His body and spirit alike still bear the scars of that time of war and strife.

For centuries Damron could not forget the ruin of all the wonderful things that the Elves and the Dwarves created in Eregion and in Khazad-dûm, nor could he forgive. At the time of the Last Alliance, his thirst for vengeance drove him to spoil this part of the valley of Imladris of all trees; under his command, the Elven weaponsmiths burned them all to fuel their forges, as they laboured to arm the host of Gil-galad and Elendil.

In the year 2951, a deep change seem to have been brought upon him. This occurred when the young man known as Estel reached the age of twenty and his true name and ancestry were finally revealed to him. Damron was previously charged with the keeping of the shards of the great sword Narsil, and he was the one who presented them to Aragorn, as a token of his identity as the true Heir of Isildur.

No one knows what Aragorn told Damron upon receiving the precious heirloom, but the young man seemed transfixed as he uttered a few words to the Elven-smith. Since that day, Damron has devoted himself to the art of mending and restoring ancient devices and weapons, abandoning all other pursuits.

The Elf-lords of Rivendell

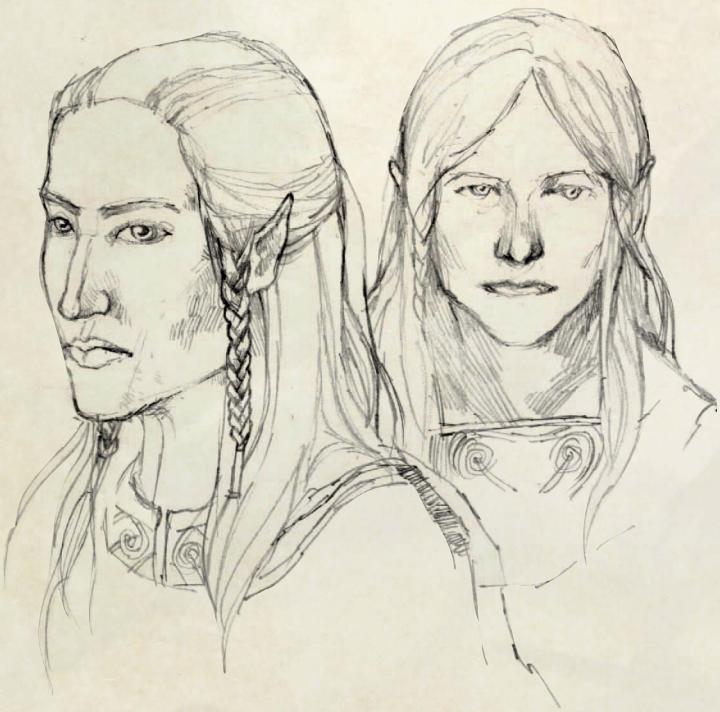
> **"And Elves, sir! Elves here, and Elves there! Some like kings, terrible and splendid; and some as merry as children."**

Many High Elves live in the House of Elrond. Among them are powerful Lords who have fought in many wars in the West of the World, and who are now weary of battle and seek only what peace Middle-earth has to offer them; others are lore-masters and craftsmen, who study ancient texts or labour tirelessly at the forge; others more are minstrels, who compose songs and tales about faraway lands and the deeds of the heroes of old.

The sons of Elrond, Elladan an Elrohir, are counted among the Elf-lords of Rivendell. Twin warriors in the full of their

strength, they are dark-haired and grey-eyed like their father, and said to be so much alike that only those who know them well can tell them apart. Ever eager to fight the shadow, their enthusiasm has turned to vengeful fervor since when Celebrían their mother was made prisoner by the Orcs.

Their father often sends Elladan and Elrohir together out upon errantry, on great scouting journeys or as messengers to distant lands, as they are hardy travellers, and have a deep knowledge of the lands on both sides of the Misty Mountains. The young boy Estel was often sent with them far afield, even before he turned twenty, to temper his character and teach him the ways of the wild.



The White Council

"It was I who first summoned the White Council. And if my designs had not gone amiss, it would have been governed by Gandalf the Grey..."

It was in the waning years of the Third Age that Galadriel of Lórien called for a gathering of the Wise and powerful, a congregation later known as the White Council. Its members included the Lady of the Galadhrim herself, her husband Celeborn, and the mysterious Wizards Gandalf and Saruman – though it is said that others counted among the Wise had been part of it since the beginning.

The White Council met for the first time in Rivendell in the year 2463. There, the Wise discussed the growing threat of Dol Guldur. Círdan the Shipwright was also in attendance, as well as the Master of Imladris, Elrond Halfelven. Though Gandalf the Grey was voted to be the head of the council, he declined the obligation and the charge was given instead to Saruman the White. The council long discussed the malice of Sauron, a shadow still lingering in Middle-earth, his defeat notwithstanding, and what could be the cause of the darkness rising in Mirkwood. In the end, it was deemed necessary that each member of the council should go back into the world with a vigilant eye and a silent tongue; the Wise feared that if they gathered too openly or too often, then the Enemy would take notice and waylay their efforts.

Though a long time would pass until the next formal meeting of the White Council, they maintained contact with one another, as each individually set about hindering the efforts of the growing shadow. Nearly four centuries passed before the council reconvened.

In the year 2851 Gandalf the Grey bid that those still dedicated to the cause of the Free Peoples must assemble once more. Saruman counselled against this, fearing the watch of Sauron and his growing power. He believed secrecy was the council's greatest strength, to be surrendered only at the utmost of needs. But Saruman's concerns went unheeded, much to his displeasure, and the White Council met again in Imladris that spring. Gandalf asked the assembly to strike at Dol Guldur, stronghold of the Necromancer. He believed it to be beyond doubt the source of the blight that had taken hold in Mirkwood and feared that if they did not act soon, than the power there would grow too great for even the council itself to intervene. Though others considered the wisdom of his words, it was Saruman, acting as head of the White Council, who judged such a thing unwise. Crying for patience and wisdom, Saruman convinced those gathered to maintain their secrecy: the White Wizard confided to his allies that he had been studying tomes and texts concerning the Enemy.

With the Ruling Ring lost to knowledge, Saruman said, there was little fear that anyone could truly threaten Middle-earth again, and he believed that Gandalf's "fear-mongering" had clouded his judgement – along with his acquired passion for galenas, the sweet leaf of the halflings.

Still unconvinced by the words of Saruman, and maybe in spite of the White Wizard's chiding, Gandalf took it upon itself to discover the truth behind Dol Guldur and its mysterious Necromancer. After almost a century had passed since the last meeting of the Council, his research bore fruit: he discovered that the Necromancer was none other than the Dark Lord himself, Sauron. His spirit had endured and his power was growing.

When the Grey Pilgrim brought his dire news to Orthanc in 2941, the White Council took action, this time ignoring Saruman's repeated warnings against recklessness. Together, the White Council and a few select allies stormed Dol Guldur and the Dark Lord was forced to flee before them; he abandoned his stronghold, but remained undefeated.

Ten years later the Dark Lord Sauron declared himself openly. He had returned to the tower of Barad-dûr and had begun rebuilding a great and terrible army. In response to this, the White Council met one last time in the year 2951. Saruman tried to convince the other Wise that even though the Dark Lord had revealed himself after centuries, he had no true power. Without the Ruling Ring, Sauron could do no lasting harm to Middle-earth, and Saruman claimed that he had learned that the One Ring had been lost to the sea, when it slipped from Isildur's finger and was washed down the Anduin River. Gandalf the Grey was not so certain...

The White Council as a Patron

Any member of the White Council might serve as a patron to a company of adventurers, as the Wise will easily find a worthy (and dangerous!) endeavour for heroes eager to fight the darkness. In addition to Elrond, Galadriel, Gandalf and Saruman, there are a number of other personalities who may be considered to have attended one or more of their meetings. As one of the Wizards, Radagast the Brown is a likely candidate, as well as powerful Elf-lords such as Círdan the Shipwright, Celeborn of Lórien or even Thranduil, the Elvenking.

The first consequence of being on a mission sponsored by a council member is that the company gains special credit to the eyes of all its other members, and to those of all the Free Peoples leaders who recognise and appreciate the efforts of the White Council. Unfortunately, the opposite is also true: proud chieftains and rulers who resent the meddling of Wizards and 'Elven sorcerers' might leave heroes on a mission waiting at their doors...

'Agents' of the White Council

While it is unlikely that the companions would be made aware that they are acting directly on behalf of a council member, particularly trusted individuals might be aware of whom they serve. In most cases, their goals would seem true and noble, but it might not always be so. If the player-heroes were acting in the service of Saruman, for example, they might be unwitting pawns in his attempts to discover the location of the One Ring or even hide the truth of its evidence from other council members.

Indeed, Saruman once called himself "Ring-maker," and characters who are active late in the Third Age might be sent on errands retrieving the necessary materials and ancient lore so that he can craft a ring of his own to rival the One Ring.

things to do while in - rivendell -

Merely to be there was a cure for weariness, fear, and sadness.

Bilbo once described Rivendell as 'a perfect house, whether you like food or sleep or story-telling or singing, or just sitting and thinking best, or a pleasant mixture of them all'. So it will be with your company, for once welcomed into the House of Elrond, they too will find it a sanctuary proof against all the troubles of the world.

Staying at the Last Homely House

"You are in Rivendell, and you need not worry about anything for the present."

Adventurers come to Rivendell to rest and find counsel, and leave their fear and anxiety behind. Who chooses to stay here learns what it means to treasure every season and every passing day, and would gladly stop here for ever and ever. Such is the enchantment of the valley of Imladris.

Effects on Shadow

For as long as they remain in Rivendell, all companions are considered to have a score of 0 Shadow points (including permanent Shadow). When they leave the house of Elrond, they soon start to again feel the burden of their sorrows, and their Shadow score reverts to normal in a few days.

Additionally, players should note that companions spending a Fellowship phase in Rivendell may choose the *Heal Corruption* undertaking and make up to two rolls using **Craft** or **Song**.

Endurance Recovery

Ailing heroes who rest in Imladris do not stay sick for long. A companion resting in the House of Elrond for at least one week sees his Endurance score restored to its starting level, whether he was Wounded or not.

An unusual source of injury, such as one due to sorcery or poison, might prevent this from happening.

Effects on Experience

Time seems to run at a strange pace in the valley of Imladris. Heroes who stay there forget their worries and concerns, but also risk neglecting their duties and responsibilities.

During the Adventuring phase, at the end of a session of play, if a companion spent any time in Rivendell he will only receive 1 Experience point.

Hiding from the Eye

If the company spends a Fellowship phase in Rivendell, the companions see their starting Eye Awareness value for their next Adventuring phase lowered by a number of points based on the length of their stay in the House of Elrond (See The Eye of Mordor on page 111).

If the company spends a Fellowship phase in Imladris they lower their starting Eye Awareness score by 1 point, 2 points if the Fellowship phase marked the Year's End.

New Fellowship Phase Undertakings

The hall of Elrond's house was filled with folk: Elves for the most part, though there were a few guests of other sorts.

Here follow several new additional Fellowship phase undertakings. A number of them can be chosen exclusively by companions who gained access to Rivendell and are spending a Fellowship phase there; others can be used elsewhere too. More Fellowship phase undertakings linked to locations outside of the valley of Imladris are described in the Beyond Rivendell chapter.

Go See a Lore-master

"These are not of troll-make. They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars."

When a hero explores a forgotten hoard and discovers a strange ring, a magical blade or a coat of mail, he is unlikely to know much about it. A character spending a Fellowship phase in Rivendell (or in another place where a Lore-master dwells) may choose this undertaking to learn what there is to be learnt about the item, its origins and history, and possibly its name and the identity of its maker.

Additionally, the Lore-master is able to unveil some specific features of the item. In the case of a Wondrous Artefact, its Blessings are revealed (see page 93). In the case of a Famous Weapon or Armour, the companion gets

to discover any Banes and the nature of the next hidden Quality of the item (but that Quality will still need to be activated to be used, see page 97).

It is not possible to bring the same item to the attention of the same Lore-master more than once.

Open Rivendell as a Sanctuary

If a company has entered Rivendell during an Adventuring phase, the heroes may gain permission to spend a first Fellowship phase there. If they wish to return, they must all choose the *Open New Sanctuary* undertaking and thus be accepted as regular guests by Elrond.

Companions who have opened Rivendell as a sanctuary find their way there with a simple **Travel** roll, regardless of the composition of the company (see Finding Rivendell, on page 7).

Receive Title (Friend of Elrond)

A hero who has caught the eye of Master Elrond because of his actions, or even potential capabilities, may – with the Loremaster's permission – choose this undertaking and secure his connection with the Last Homely House.

The companion receives all the normal benefits connected to the *Receive Title* undertaking described on page 199 of *The One Ring*, here briefly summarised:

The Standing rating of the adventurer now measures also his repute in the House of Elrond, and the hero may now affect the narration of a Year's End Fellowship phase spent there. Additionally, his Standing score is not reduced, as if he returned home (see Standing Upkeep in *The One Ring*, page 193). A Friend of Elrond is granted permanently a room on the upper floor of the Last Homely House, and a special place at his table.

Researching Lore in the House of Elrond

...they pondered the storied and figured maps and books of lore that were in the house of Elrond.

If a companion is spending the Fellowship phase in Rivendell, he may profit from the wealth of lore it guards. When a hero chooses this undertaking, he first specifies the subject he is researching (a place, an individual, a historical event); then, he makes a **Lore** test and consults the table below. A hero may gain a bonus Success die if he possesses an applicable Speciality, and another die if Elrond is a patron of the company.

- **Failure:** *Nothing Useful!* You have spent days and nights pouring over dusty books and crumbling parchments. If this was your first attempt, you may repeat the Lore test once, but on your next roll consider a ᚠ as if it was an ᛟ.
- **Normal Success:** *Useful information.* The Loremaster must provide one useful element of information about your researched subject.
- **Great Success:** *Precious information.* The Loremaster must provide two useful elements of information about your researched subject.
- **Extraordinary Success:** *A Mystery Revealed.* You have uncovered something substantial. The Loremaster must provide two useful elements of information and you gain 1 Experience point.
- **Gandalf and at least one ᛈ**: *Great Secrets.* You might have discovered everything that was possible to discover about the subject in the place you have been making your research, and you also recover 1 point of Hope and gain 1 Experience point.
- **Failure and ᛟ**: *Wasted Time.* There is no evil in the Last Homely House, but a curious mind runs a different risk: you have fallen prey of the enchantment of Rivendell, and have spent many days and evenings listening to the Elves telling their tales of the distant past, listening to their fair music, and sometimes sleeping in a corner in the Hall of Fire! Unfortunately, you completely forgot about the topic you were researching...

There and Back Again (Year's End Only)

One autumn evening some years afterwards Bilbo was sitting in his study writing his memoirs – he thought of calling them "There and Back Again, a Hobbit's Holiday".

If a hero returns home for a Year's End Fellowship phase and thus spends the entire cold season without going on adventures, he may choose this undertaking to dedicate himself fully to his family and folk.

Spending time in front of a cozy hearth, while enjoying an everyday life confirms a hero that his efforts are not spent in vain: the companion recovers a number of Hope points equal to one third of his starting Hope score (rounding fractions down).

But staying close to one's family and friends bitterly reminds an adventurer of what he is going to lose should he fall in his struggle against the Shadow: the companion gains 1 permanent Shadow point.

Friend of Elrond

A character who is a Friend of Elrond (see previous page) and is staying in Rivendell is allowed to choose the *There and Back Again* undertaking as if he returned home.

Visit the Treasury of your Folk

... his coat of marvellous mail, the gift of the Dwarves from the Dragon-hoard, he lent to a museum, to the Michel Delving Mathom-house in fact.

When a hero finds a magical weapon or suit of armour, he will probably add it to his equipment, replacing his previous favourite blade or coat of mail. When this happens, the companion may return home for a Fellowship phase and leave an item of unusual worth in the safe-keeping of his folk.

Trading back an item gains a hero a raise in Standing:

- *Fine item (1 Quality):* Gain 1 Standing, up to Standing 3.
- *Superior item (2 Qualities):* Gain 1 Standing, up to Standing 5.
- *Item of worth (3 Qualities):* Gain 1 Standing, up to Standing 6.

Furthermore, the moment when a hero decides to leave behind a weapon that served him faithfully is an important one. The replacement of his war gear with a Famous weapon or Armour defines his new identity: to his folk, the companion becomes the bearer of the enchanted item, and the object itself becomes a 'cultural treasure'.

When a companion brings back an item possessing one or more Qualities or Cultural rewards, he may activate an equal number of Qualities on a magical piece of war gear (see page 97).

A companion who bestowed several Rewards to different pieces of war gear may visit the treasury more than once (in separate Fellowship phases).

Write a Song

"That is a song," he said, "in the mode that is called ann-thennath among the Elves..."

The folks of Middle-earth compose songs to remember things that are fair, and to celebrate life. A companion may choose this undertaking during a Fellowship phase to compose a song.

To compose a song, a hero needs to make a **Song** roll. The basic difficulty for the roll is *severe* (TN 18), or *hard* (TN 16) if the composer is writing his song while in Rivendell, or possesses the *Minstrelsy* Trait.

The difficulty of the **Song** roll may be further lowered or raised by choosing one of the modifiers listed below – note that the *Traditional* and *Thematic* modifiers are cumulative.

If the roll is successful, the quality of the roll determines the difficulty of execution of the song when it is employed by the companions. If the roll failed, the composer has struggled to find the right words or melody and will have to try again at another time.

- The song's difficulty of execution is TN 16 on a success, TN 14 on a great success or TN 12 on an extraordinary success.

Add each new song to a company's list of songs. Such a list is used to keep track of which compositions are available to the companions to sing during an Adventuring phase (see Singing Songs opposite). Each song entry in the list must indicate the song's difficulty (TN), and whether a composition is *Thematic, Traditional*, or *Elvish*.

Traditional (-2 TN to compose)

The words, subject or tune of the new song are based off an ancient melody or theme that is familiar to the members of a particular folk.

Other folks struggle to appreciate it, and thus find it harder to sing it: companions not sharing the culture of the songwriter see the difficulty to perform the **Song** roll raised by one level (+2).

Thematic (-2 TN to compose)

The song celebrates a particular activity, and can be employed only under very specific circumstances: the song cannot be sung to effectiveness, unless such conditions apply.

Examples of thematic compositions include: walking-songs (a supper-song, a bed-song, a rain-song), bath-songs, drinking-songs, songs of lamentation, songs of victory, forging-songs, mining-songs, etc.

Elvish (+2 TN to compose)

The companion creates a song using or imitating an Elven mode of composition. The result is a tune or rhyme that is particularly uplifting to anyone who hears it.

An Elvish song may be employed twice during each Adventuring phase (where other songs may be used only once, see Singing Songs below). Note that an Elvish song cannot be either Traditional nor Thematic.

Singing Songs

"It is a fair tale, though it is sad, as are all the tales of Middle-earth, and yet it may lift up your hearts." He was silent for some time, and then he began not to speak but to chant softly...

During an Adventuring phase, the companions may choose to sing a song to reinforce their mutual bond of friendship and inspire themselves to pursue their goals with renewed strength of purpose.

First, the companions choose a song to sing among those on their song list. Then, all companions may make a Song roll.

- If a hero succeeds in his roll, he is Inspired until the end of the session: an Inspired companion may 'spend' his inspiration to add 2 Success dice to any one roll.

- If the number of successes rolled by the companions as a whole matches or exceeds the number of heroes in the group (a great success counts as 2, and an extraordinary success counts for 3), the company gains a temporary Fellowship point, usable only during the current session.

Each song may be employed by the company once for each Adventuring phase (twice if it is an Elvish song): mark a song off the list once it has been spent. A song must be marked off whether it has been used successfully or not.

A History of - Eriador -

The Realm of Arnor

In the late years of Númenor its kings became haughty and proud. In their arrogance they took the Dark Lord prisoner, to prove they were truly the greatest power in the world. This was to be their undoing, as the Enemy deceived them into attacking the Powers in the West. In a great cataclysm Númenor was destroyed, but those who had remained faithful escaped the destruction in nine ships. Elendil the Tall was their lord and with four ships he landed in north-western Middle-earth, where he was greeted and welcomed by Gil-galad, the High King of the Noldor.

Shortly after their arrival, the exiles undertook great works, founding the realm of Arnor in the year 3319 of the Second Age. It encompassed almost all of Eriador between the rivers Lhûn (Lune) and Gwathló (Greyflood). In many places the Men of the West settled and built, raising the cities of Annúminas and Fornost, as well as the tower of Amon Sûl. Amidst the grief that accompanied the loss of their beloved homeland, they thought that the Downfall had brought one single good: that Sauron had been destroyed as well and his threat ended forever.

Thus Elendil and his people established their rule on Eriador. They reigned over the loyal settlers from Westernesse that came to these shores before them, and over the populous local folk that dwelt in that land, previously the theatre of the squabbles of petty lords, vying with each other for power. The first years of Arnor were full of toil, but their great endeavours helped them to leave behind the loss of Númenor, and a new generation was born that called this land their home – even if it was in exile. For a hundred years the followers of Elendil prospered in the North, always in close friendship with the Elven-folk of the High King in Lindon.

In the year 3429 of the Second Age, the exiles discovered that the Enemy had survived the cataclysm of Númenor. Orodruin (Mount Doom) burst into flames and Sauron attacked Gondor, the southern realm held by the sons of Elendil, taking that realm by surprise. While in the beginning their defences held and the Dúnedain were able to push back the attackers, Anárion and Isildur were aware that their new realm alone would not hold against Mordor's power forever. So, Isildur travelled north to his father in Arnor while Anárion led the war effort in the South.

Elendil took counsel with Gil-galad and together they formed the Last Alliance of Elves and Men in the year 3430. After three years of preparing their forces, the combined host of Arnor and Lindon crossed the Hithaeglir (Misty Mountains) over many passes. They marched down the Anduin Vales, where they were joined by numerous allies, and finally met the Enemy over the plain of Dagorlad. The battle was long and terrible, but in the end the Free Peoples were victorious, and they advanced into the Black Land to lay siege to the Dark Tower itself.

This alliance kept the Dark Lord confined in his fortress for seven years, until, in a last gamble, Sauron himself came forth and challenged the leaders of the allegiance upon

the slopes of Orodruin. There, Elendil fell together with Gil-galad, but Isildur cut the Ruling Ring from Sauron's hand and the Enemy was defeated.

In the aftermath of the battle, Isildur became the High King of the Númenóreans in Exile and marched out to take his residence in the North. But on his way to Rivendell, his company was attacked near the forest of Mirkwood and everyone was killed, including the King and his three elder sons. Thus began the line of the Kings of Arnor with Valandil, the fourth son of Isildur.

The Third Age

It is said that the birth of the realm of Arnor was tainted by the death of Isildur. In the North, the Tale of Years does not record any great deeds, unlike that of Gondor in the South. The losses that the Dúnedain of Arnor suffered during the war contributed to this stagnation, but this lack of relevance is owed more to the position of the Northern Kingdom: in the west it bordered on the land of the Eldar, to the north lay a deserted waste, to the east the Misty Mountains formed a formidable barrier, and to the south lay the Sea. Or perhaps its people simply grew complacent. Whatever the reasons, at the start of the Third Age, Arnor languished.

In the year 861 King Eärendur died and his three sons could not agree on his successor. For long it had been the custom and law of the Dúnedain that the eldest son of the king would succeed him on the throne, and this would have made the eldest son, Amlaith, the undisputed ruler. The other sons contested this with the support of many nobles from the south and east of Arnor. Many of these lords were the descendants of the first settlers that arrived in Eriador from Númenor, and were characterised by a strong and independent spirit. They backed the younger sons of Eärendur in arms, and for many months tensions rose. War seemed inevitable.

Despite his failure to secure the undisputed kingship, Amlaith was aware of the disastrous consequences that a war would bring to the northern Dúnedain. Thus he offered to divide the realm into three kingdoms, one for each brother: Arthedain in the north-west, Cardolan in the south, and Rhudaur in the north-east. The offer was accepted. Though the line of Isildur failed to preserve Arnor as a unified entity, bloodshed and kin-strife was avoided and the successor kingdoms knew peace for a time. As a symbolic gesture, Amlaith removed his seat to Fornost, for Annúminas had long been associated with Elendil's seat as the High King of Arnor.

But the division of Arnor was not without consequences. In Cardolan and Rhudaur the lords who supported the younger sons of Eärendur requested and obtained many privileges in return for their help, and this weakened the authority of the kings of those lands since the beginning. The king of Rhudaur had to concede much to the local aristocracy, and that led to the independence of the indigenous Hill-men in the northernmost reaches of his domain.

The Rise of Angmar

The first few centuries following the founding of the successor kingdoms saw a peaceful co-existence between the three realms, but from the year 1000 of the Third Age a number of petty wars were fought for the control of the fortress of Amon Sûl and its great Seeing Stone. In the year 1230 the King of Cardolan was killed and his army destroyed while besieging the seat of the usurper of the throne of Rhudaur. Years of anarchy in Cardolan followed, until a new prince came to the throne, proving himself capable of restoring the peace, and the realm was allowed to prosper again for some time.

In the year 1300, the Lord of the Ringwraiths came to Eriador in disguise and established the realm of Angmar in the north-eastern marches of Arnor. At first it was little heeded since the kingdom lay in such a remote location and its master had successfully hidden his true nature by acting through his servants.

By the actions of the Witch-king of Angmar, the line of Isildur perished in Cardolan, as it already had in Rhudaur.

Then Argeleb son of Malvegil, the King of Arthedain, claimed the lordship of all Arnor. The claim was supported by Cardolan but opposed in Rhudaur, where the Dúnedain had always numbered few, and where the native Hill-men now ruled the land in secret alliance with Angmar.

King Argeleb planned to defeat the Hill-men and restore Rhudaur to its place as part of Arnor, but the Dúnedain underestimated the strength of Angmar. In the First Northern War (1355-1356), Arthedain and Cardolan were defeated and King Argeleb slain. It was at this time that the weather in eastern Eriador began to grow harsher. With hindsight, the worsening conditions could be attributed to the rising power of Angmar.

The decades following the First Northern War saw Arthedain and Cardolan defend their borders fiercely against incursions from Rhudaur. But in the year 1409, Angmar unleashed a long-planned attack, and the Second Northern War began. By this time, Rhudaur was firmly under the control of the Witch-king, and the Hill-men obeyed utterly the will of their dark master. The war ended with a catastrophic defeat for the Dúnedain. The high towers of Amon Dûn and Amon Sûl were sacked and King Arveleg slain. Deep raids by roving enemy forces reaped many lives in Arthedain and especially in Cardolan. The population of Annúminas was decimated and the city of Elendil finally deserted.

With the support of the Elves of Lindon, the onslaught of Angmar was eventually stopped, but the cost was high. Cardolan was broken, its last prince and sons lying dead on the battlefield, its army annihilated and the countryside ravaged by marauding Orcs and Hill-men. The only surviving heir to the crown of Cardolan was the daughter of Arveleg, but she was soon killed too. The surviving fiefdoms of the realm began bickering for power. Cardolan never recovered from this disaster and slowly faded away. But the victory was costly for the witch-realm of Angmar, and for long years Arthedain was left in peace to succour its wounds.

In the year 1600 a small folk of good-natured creatures calling themselves Hobbits appealed to King Argeleb II for land to settle in. The extensive royal demesne west of the town of Bree had fallen into disuse after the war of 1409 and the Hobbits were granted this land under the authority of the King in Fornost.

In the year 1636, another disaster struck when the Great Plague reached Eriador and devastated what remained of the population of Cardolan. The last Númenóreans of that land either perished or fled to Arthedain to join their relatives there. In the wake of the plague the ancient burial grounds upon the hills of Tyrn Gorthad became infested with evil spirits out of Rhudaur and Angmar.

Arthedain Stands Alone

In the two hundred years that followed the plague Arthedain was allowed to recover and even expand. Despite renewed aggressions from Angmar, the people of Arthedain prevailed, and the Third Northern War ended in 1851 in a great victory for King Araval. Attempts were made to re-occupy the north-western regions of former Cardolan, but the presence of fell spirits terrified any who tried.

But this was but a brief respite: for the rest of the reign of Araval a number of unusual blights affected the land of Eriador and many illnesses plagued its people. It was at this time that the Lord of Angmar became openly known as the Witch-king and it was first suspected that he might be a direct servant of Sauron – perhaps even one of the Nazgûl.

Warfare along the borders intensified in 1891 when Araval's son Araphant took the throne, and the future looked dark for Arthedain. But during his reign alliances with Gondor were reaffirmed. The Southern Kingdom was beset by many perils too and it was first suspected that a greater evil might be behind the calamities that befell the descendants of Númenor.

Arvedui, son of Araphant, wedded the daughter of King Ondoher of Gondor in the year 1940, thus sealing the new friendship and alliance between the two realms. Both pledged a promise of mutual defence. Gondor was the first to call upon this when the Wainriders invaded in the year 1944, but Arthedain was unable to send any help. Angmar had renewed its attacks as well, and King Araphant was hard put to hold his borders. King Ondoher of Gondor was slain in battle with the Wainriders, along with his sons. Arvedui tried to claim the crown of Gondor for himself through his wife, but he was refused the request. The following years saw Angmar threaten constantly the borders of Arthedain, weakening the power and influence of its kings with every passing season.

The End of Arnor

The final blow to Arthedain came with the Fourth Northern War in the year 1973, almost ten years after Arvedui had ascended to the throne in Fornost. Near the end of that year, the Witch-king unleashed the greatest army ever assembled in the North. At the first signs of the impending invasion in the autumn of 1973, Arvedui called to Gondor for help, but even though King Eärnil II sent a mighty force as swiftly as he could, it was too late.

The resistance of Arthedain was valiant. King Arvedui had assembled a force so strong upon the North Downs that the Witch-king had to focus against it to counter the threat. Fornost was tenaciously defended by the second son of the King, stopping what forces of Angmar were arrayed against it. When Arvedui was finally engaged in battle, his army was destroyed, but many of Angmar's best troops perished in the battle as well. The troops fighting in defence of Fornost were defeated too and the city fell, but many of the folk of Arthedain were allowed to flee westward to Lindon, led by Aranarth, Arvedui's heir.

Even so, the great part of the people of Arthedain perished. Many others were enslaved by the soldiers of the Witch-king, who wanted not only to conquer Arthedain, but to destroy its people.

King Arvedui escaped, but he was unable to join his allies in Lindon and was driven northwards. He repaired at the Bay of Forochel, where he awaited rescue with the help of the Lossoth, the Snowmen that lived in that cold land. As soon as Círdan heard of his fate, he sent a ship to the King's aid, but to no avail. The King and his followers drowned when the ship foundered in the treacherous ice soon after leaving for the Grey Havens in March 1975. Many of the ancient treasures of Arnor were lost beneath the waters, the two Seeing Stones of Elendil amongst them.

The Fall of Angmar

Under the leadership of Círdan, the Elves of Lindon, the forces of Gondor and what remained of the army of Arthedain prepared their counter-attack. Finally, in the summer of 1974, their host marched east to confront the Witch-king. The battle was long and hard, but the arrival of the cavalry of Gondor and the losses that the army of Angmar had suffered fighting Arvedui combined to tip the scales in favour of the Free Peoples. The battle became a rout and after a final confrontation with Prince Eärnur, the Witch-king fled before the Elf-lord Glorfindel. The Witch-king was recognised not only as one of the Nazgûl, but as their chieftain.

With the battle won, the victorious leaders sought counsel and resolved that the threat of Angmar not be allowed

to arise again. Once the winter subsided, the armies of Gondor marched north. The High Elves of Rivendell, led by Glorfindel and the sons of Elrond, joined in this campaign.

The Witch-king had abandoned his kingdom, fleeing south. His task was accomplished and he returned to his Master. His servants remained without a lead, and stood no chance against the assembled forces of the Free Peoples.

When the forces of Gondor and Rivendell reached Angmar, they found a blighted land defended by a weak opposition. They scattered their enemies easily, and proceeded to destroy all the fortifications of the dreaded witch-realm that they could find. This task took many long years, and for that time the Men of Gondor had troops stationed in the North to help the remnants of the army of Arthedain.

The Dúnedain go into Hiding

Shortly after the victory over Angmar, Aranarth, son of Arvedui Last King, now King of Arthedain, gathered to Amon Sûl his surviving lords to determine the fate of the surviving Men of the West. Some dreamed of rebuilding Arnor, while others advised a more careful course of action.

With the counsel of Elrond Halfelven, Aranarth came to the conclusion that it would be best for Isildur's Heirs to go into hiding and act from the shadows to better defend the land and preserve what they could of their ways. He took the title of first Chieftain of the Dúnedain, and he sent his son Arahael to be fostered in in Rivendell.

This was the beginning of a long tradition.

Rise of the Rangers

Once Gondor's armies withdrew south, the inhabitants of Eriador were left alone. The main surviving communities were those of the Hobbits of the Shire and the Men of Breeland. Other groups of Men were allowed to endure for a time, for many evil things that dwelt in Eriador had been killed or chased into hiding, and the weather itself had grown less harsh now that the Witch-king no longer ruled the North. These small lordships dotted the land like islands in the sea.

The Dúnedain continued to live among the ruins of their broken homeland, never staying for long in any one place, a wandering folk. No longer were they the masters of an ancient realm, ruling over lesser Men, but a diminished people much reduced in number. In time, those among them who were encountered more often by other folks became known as the Rangers of the North, and prowled the land in small groups, always moving between hidden refuges.

Far from the eyes of the other inhabitants of Eriador, they continued to fight the threat posed by Orcs, Wolves and other fell creatures.

For almost seven centuries the inhabitants of Eriador prospered, after a fashion. But this long peace could not last forever. When a strong band of Orcs attacked a group of travellers who were crossing the Redhorn Pass in the year 2509, taking prisoner Celebrían, the wife of Elrond, it was clear that the Orcs had secretly begun again to multiply in the Misty Mountains.

The incursions of evil creatures became more frequent, and they extended to the land guarded by the Rangers, who were hard pressed to counter them. Limited in their numbers, all they could do was to constantly patrol Eriador, and visit the various folks to warn their chieftains and help them organise their defences.

The Orc Wars

In the year 2740, the first major Orc invasion of Eriador began. It was known to Arassuil, Chieftain of the Dúnedain, that the Orcs of the mountains had for some time harassed the communities of Men living in the Anduin Vales, but he deemed them not to be a threat. Alas, his judgement proved wrong and the people under the watch of the Rangers paid a high price for it. After a few skirmishes in the foothills of the Hithaeglir, Orcs started to appear in great numbers in the regions to the west.

The vastness of Eriador made it impossible for the Rangers to mount an effective defence, and more and more warbands struck with impunity and retreated to Mount Gram, laden with booty and slaves. Those who lived the closest to the Misty Mountains suffered the gravest losses, and many deserted their settlements.

Arassuil then intensified his patrols, and messengers rode across Eriador to warn all the surviving communities of the impending danger. More and more villages were able to prepare themselves, and to repel some of the raids. In the following years skirmishes were constant, and the sight of Orcs and Wolves became all too common for all those who lived between the river Baranduin and the road to Tharbad.

In the year 2745 the Orcs entered Eriador with two armies, one issuing from Mount Gram and one from Goblin-town. It is said that the Orcs were spurred into action by Azog, the Orc-chief from Moria who would later bring so much grief to Durin's Folk. The Orcs from Goblin-town targeted the lands around the river Hoarwell and caused great damage there, while those from Mount Gram headed directly west. Only the timely intervention of a company of Rangers from the North led by Galathir, one of Arassuil's captains, saved the town of Bree, while the Orcs from Goblin-town were repelled only at great loss.

But the worst was still to come. Two years later, in 2747 the Orcs attempted their most grievous stroke so far. With the intent of breaking any resistance, they invaded Eriador with three hosts this time, from Mount Gram, Goblin-town and Moria. They overwhelmed all defences close to the mountains, and marched west.

The army from Moria trampled through Eregion and reached the marshland of Swanfleet, where the Hoarwell joins with the Glanduin river, north of Tharbad. Here the Orcs crossed the stream in many boats and barges, taking by surprise the scanty garrisons on the other side – the river had been until that moment considered an impassable border. The Enemy was left free to roam across Minhiriath, and many warbands fell upon its communities. Its defenders were almost defenceless against the marauding Orcs, as many warriors had left to travel north, expecting to meet the enemy in the regions of central Eriador. Only those who took refuge in the city of Tharbad were spared, as its ruinous fortifications still proved unassailable by the Orcs.

The smaller hamlets and settlements of Minhiriath were less fortunate, and were pillaged and put to the flame. Their inhabitants fell under the blades of the Orcs; the loss of life was enormous.

In the North, things proved less disastrous, but not much less so. The Orcs were able to advance as far as Lake Evendim before they could be stopped, and wreaked havoc in the countryside. Eventually, a force of Hobbits led by Bandobras Took, the Bullroarer, met them at the Battle of Greenfields. The Orcs from Mount Gram were routed on the field, and their chieftain, Golfimbul, was slain.

The Long Winter

Ten years after the great Orc invasions, another terrible calamity struck the north-west of Middle-earth. In the last months of the year 2758 snow and frost began to appear very early, a sign of a coming cruel season: the Long Winter lasted for almost five months, crushing Eriador in its frozen grip. In many places the stores of food began to run low already by the end of December due to a meagre harvest.

The Shire itself suffered dearly from the winter, but for many of the already weakened communities of Eriador this was the death-knell. Thousands died from starvation, or were killed by the cold. The number of the Dúnedain surviving in Eriador was reduced as well.

Two Centuries of Oblivion

With twenty years of almost constant trouble and adversity, the surviving communities of Eriador were grievously diminished. In the course of the following two hundred years, most settlements outside of the Shire and Bree-land slowly dwindled into nothingness. The only surviving city of Eriador remained Tharbad, now a shadow of its former self and lacking a population capable of maintaining its ancient buildings and fortifications.

The regions that were formerly part of Angmar and Rhudaur became utterly inhospitable, infested by Orcs, Wolves and other fell creatures. Trolls started to come down from the mountains to dwell in the highlands to the east of the Hithaeglir.

Recent years

In the year 2911, only thirty years before the death of the Dragon Smaug, another extraordinarily harsh winter began. Known to history as the Fell Winter, it was not as devastating as the cruel season of the years 2758 and 2759, but it was vicious and long nonetheless. From mid-December to the end of February, Eriador lay under a deep blanket of snow. White wolves, a threat that was hardly remembered in the westlands of Eriador, ranged as far as the Shire and caught many an unwary Hobbit and Man in their cruel jaws.

The following spring saw massive floods from the melting snow drowning the lands along the great rivers of Eriador. The rising and swift-running waters compromised the already weakened structure of the great bridge at Tharbad, causing its collapse. The ancient settlement, by this time a dilapidated husk of a city, was abandoned by its last few inhabitants, leaving other, less savoury sorts of creatures to dwell among its ruins.

After almost three thousand years of history, the eastlands of Eriador are empty of all save birds and beasts. These lone-lands see sometimes Rangers pass among the shadows of the hills, but they are now few. The Men of Bree give them scornful names, and the inhabitants of the Shire know nothing about them.

The Regions of Eastern - Eriador -

...the Northern Lands had long been desolate, and the North Road was now seldom used: it was grass-grown, and the Bree-folk called it the Greenway.

This chapter describes the wild lands of the eastern half of Eriador, territories that were part of the lost realm of Arnor. They include the regions found between the Barrow-downs in the west, the Misty Mountains in the east, Tharbad in the south and ancient Angmar in the north. These are the domains of the mysterious Rangers, their homeland and hunting ground. The town of Bree is not included, as it will be featured in a future supplement.

Elements of Landscape

Eastern Eriador comprises a wide territory, thousands of miles wide. From the barren terrain of the Ettenmoors and the green hills of the North Downs, it includes many different landscapes. But these lands share several common elements of descriptions that the Loremaster may refer to when setting his game in these areas.

Lone-lands

More so than the lands of Wilderland, eastern Eriador is an empty land. Once home to great kingdoms and long lines of noble Men, their descendants have long since been scattered by years of plague, war and flood. Few now remain; certainly no settlements exist east of Bree that are larger than a hidden hamlet or well-defended farmstead. Rivendell is called the Last Homely House for good reason, for in these parts sanctuaries are few and very far between. It should not just be a rare occasion to see a friendly face, but to see any face, friendly or otherwise.

Ancient Ruins

The landscape of this region is dotted with the ruins of ancient realms and it is hard for travellers to ignore the shadow of what once was. Atop every hill stand the remains of a tumbled-down watchtower, beside every path is a crumbling wall. When the company breaks for the night, they might well find they share their campsite with an old statue. Every ruin should remind them of the Men who have gone before them, and underline how little now remains of their legacy.

Ghosts of the Past

The past is not just physically present, but spiritually also. Whilst the east of Eriador is empty of the living, it is full of the dead. From the wights of the Barrow-downs to the Bog Soldiers of Rhudaur and the ghosts of old Angmar, this is a haunted land. Many who have died have done so uneasily – in war or from plague – and the Witch-king who once brought so much suffering and misery to this land stirred the spirits of many to serve his wicked ends.

Eregion

A wanderer leaving Rivendell to journey south would see the mountains rise ever higher to his left. The paths crossing this land are few, and wind amongst the foothills of the Misty Mountains, a wide expanse of deep dales carved by running waters, tumbled hills and treacherous swamps. After forty-five leagues as the crow flies, travellers feel a change in the air, and the land itself becomes easier to traverse; they have crossed into the country that Men call Hollin, once known as the realm of Eregion.

It is said that much evil must befall a country before it wholly forgets the Elves, if once they dwelt there. And indeed many Elves did live in Hollin, and for many long years. There is still a wholesome atmosphere in this land, even if no Man or Elf resides there any more, and many creatures enliven the days and nights with their sounds and songs, especially birds.

But to anyone capable of reading them, Eregion bears all the signs of a lingering sadness, the half-erased traces of a tragic past. Stones that were carefully crafted by hand now lay tumbled and ruinous among the weeds and wild plants, and stretches of ancient roads emerge from tracts of barren soil. The land of Hollin has seen the ravages of war, and while it recovered prodigiously, it still remembers its hurts.

Many High Elves of Rivendell recall a time in ages past when Eregion was a jewel of Elvendom in Middle-earth, though few will speak of it openly. It is said that the stones themselves whisper lamentations that only the Eldar can hear. Dwarves too have songs of these lost times, when the Elves of Eregion and the Dwarves of Khazad-dûm worked together to forge treasures the like of which has not been seen since the Elder Days.

Though it has long been abandoned by the fair folk who once dwelt here, brave travellers pass between the rivers in the Land of Holly, for there climbs the only passage over the Misty Mountains between Rivendell and the Gap of Rohan. Under the side of cruel Caradhras is the Redhorn Gate, a narrow and treacherous path that is usable by skilled or desperate wanderers who seek swift passage into Wilderland.

Evidence of Hollin's past magnificence becomes more apparent as one reaches the banks of the River Sirannon to the south. There, the proud capital of Eregion arose with its wide halls, the home of the greatest jewelsmiths of the Noldor. Now its ruins are buried beneath moss and vine with only the savage wolves to call them home. The Gate Stream itself once guided travellers to the walls of Khazad-dûm and the now-lost Hollin Gate. But only shadow and regret remain in this place today, alongside a growing sense of dread.

Wildlife

Many wild beasts make their home in the land of Hollin at all times. Hawks soar high up in the sky, while small birds nest in the bushes and holly trees, and fly in large flocks in winter. The jewelsmiths of Eregion imitated the delicate hue of the blue eggs of dunnocks in their works, and Elven maids taught greenfinches and goldfinches to sing; their pleasant and silvery song still takes on a superior musical quality sometimes, as they never forgot the teachings of the fair folk.

Closer to the foothills of the mountains the song of the birds becomes louder, as black ouzels join in the chorus from atop large rocks. Their mournful song and dark plumage decorated by a white circle around the neck seems to celebrate the creations of the ring-makers of Eregion.

Inhabitants

While Eregion was once a thriving realm, no folk dwell here now. It is a wild country, mourned by the Elves of Rivendell, forgotten by Men and remembered by the Dwarves only in works of metal and of stone and in songs and tales, as under the nearby mountain range was the land where their fathers worked of old.

Notable Characters

Aiwiel

Aiwiel is a High Elf from Rivendell. She often journeys south to Eregion to wander for a season among its ruins, listening to voices from the past. Aiwiel knows that locked inside the ancient stones dotting the landscape are the memories of many who lost their lives in the war against Sauron, and that many birds still sing songs that were taught to their kin long ago. She knows that because her

brothers worked those stones, and she and her sisters taught the birds their songs. But they are gone. They sought the Havens long ago, or died in the war. Aiwiel has no kin still living in Middle-earth, and she desperately clings to what memories she is left to mourn.

Aiwiel is soft-spoken, wise, and wary of any wanderer she might encounter in the wild. Visiting the ruins, she spends long days sitting against half-crumbled walls of stone, or listening to the song of the birds. What she hears she keeps for herself, but she won't refuse help to travellers who show respect for the past and who are not out to depredate the land of its hidden treasures.

Attribute Level: 5
Specialities: Elven-lore, Enemy of Sauron
Distinctive Features: Keen-Eyed, Lordly, Patient.
Relevant Skills: Lore ♦♦♦♦, Search ♦♦♦

The Warg of the Redhorn Gate

The wild wolves known as Wargs do not come west of the Misty Mountains, as there is nothing for them to prey upon, unless they are sent on an errand by their dark Master. Those who keep a watch on the land of Eregion speak of a great grey Warg who prowls the foothills, as if scouting its tracks and passes. No one knows where the Warg dwells and rumours say that it never stops in one place for long, so that he is not discovered by the High Elves or the Rangers of the North. In truth, whoever approaches the peak of Caradhras with the intention of crossing the Redhorn Gate risks to meet this dreadful creature, as the Warg hides in a cave opening along the mountain pass.

The Warg of Eregion is a Hound of Sauron (see *The One Ring Roleplaying Game* page 248), except that it also possesses the *Denizen of the Dark* special ability.

Notable Locations

The Redhorn Pass

Where the Misty Mountains turn to the south-west, three peaks rise above all the others in the range. The tallest stands out like a bare horn of red rock tipped with snow, and is called Caradhras; beyond it rise the Silvertine and Cloudyhead, also known as Celebdil the White and Fanuidhol the Grey.

Under the southern side of Caradhras climbs the high pass that is called the Redhorn Pass. The travellers that attempted the climb call the mountain cruel, as its snows and biting winds seem at times guided by a sinister purpose. Indeed, during the cold months it is as though the mountain itself grows fierce and indignant that any would even dare to cross it.

Hazard Suggestion: Storm on Caradhras (Scout – Wound)

Companions approaching the Redhorn Pass know that they might rouse the wrath of Caradhras. If they are fortunate, they will only encounter chill winds and falling rocks...

The heroes have been on the path to the Redhorn Pass only a few hours, when the sky darkens and a storm starts to brew. The Scout must make a roll of Explore to find a shelter: the difficulty is raised to TN 18, as the companion is distracted by eerie noises, as if the wind was carrying the sound of distant, mad laughter. On a failure, the Scout suffers an incident before he could find a refuge, and is injured (*see The One Ring Roleplaying Game* page 161). If he is Wounded, he falls unconscious and cannot be revived for the length of the storm (it lasts an entire night) and another hero must find shelter from the worsening weather.

When the companion finally wakes up, he will relate a strange story about the storm being born of the battle that was raging between southerly winds against the north wind above the clouds...

But those who seek to cross the Misty Mountains here do not have many chances: they either brave the Redhorn Pass, or pass through the ancient underground realm of the Dwarves, Moria. The Redhorn Pass winds high up into the mountains for many miles in a twisting and climbing path. The narrow road wounds under sheer walls of rock to its left, and runs along deep ravines on its right. Sometimes, great blocks of stone bar the way, and must be removed before a company can proceed. If they make it to the top, the path starts to climb down, eventually descending into a deep-shadowed valley, called Azanulbizar by the Dwarves, the Dimrill Dale by Men, and Nanduhirion by the Elves. There lies the smooth waters of Kheled-zâram, the Mirrormere, and the springs of the River Silverlode.

The Whispering Halls

Legends say that in the western part of Eregion there was once a great city of those Elves who above all loved skill and beauty. Among them was Celebrimbor, the greatest of the jewelsmiths of the Noldor. He forged the Three Rings of Power, the greatest and most tragic of all artefacts crafted by the Eldar since the breaking of Thangorodrim, and he refused to bring them under the control of Sauron and his Ruling Ring. For this reason Sauron made war against the realm of Eregion, and destroyed the city of the Elves, slaying its inhabitants or forcing them into exile.

Nothing remains of this once-magnificent city. Its ruins cannot be distinguished from the broken stones that litter the shores where the Sirannon meets the Glanduin river. But in Rivendell some believe that under the earth, vast halls must lie silent and undisturbed, with their treasuries of forgotten lore still intact behind reinforced gates. Abandoned when the High Elves fled and undiscovered by the forces of the Enemy, these legendary places might still await for someone to find them, or might have been buried by the weight of the centuries under their collapsed ceilings.

The Trollshaws

From the Last Bridge over the Hoarwell to the Ford of Bruinen, the great East Road winds for thirty dreary leagues under the threat of the Trollshaws. It's a rocky forest country, the beginning of far harsher lands to the north. Beeches and pines rise thick from steep sullen hillsides and cliffs. The road passes through long, steep valleys under high ridges and alongside brooks where sleepy willows sway. Under the eaves of the Trollshaws the noon sun leaks thin and pale and the nights are damp with fog and frequent drizzles of soaking rain. Travellers who are canny enough to keep their fires dim and hidden at night often pass through the Trollshaws without trouble; often enough that the road still sees use. But even an uneventful journey is grim and silent through lands where an old shadow of evil never quite lifted.

On hilltops from time to time ancient ruins can be spied. Narrow-windowed watchtowers and squat keeps were built by conquerors to guard the land they usurped; but now they are jagged remnants after a thousand years of abandonment and plunder. No adventurers or would-be warlords occupy them. Travellers pass by as swiftly as wisdom can take them. Only Trolls linger in the Trollshaws.

The Trolls come south from the Coldfells, the Ettenmoors and the mountains beyond. Weary of hunting sheep and wayward Orcs, they hunger for the meat of traders on the Great East Road, they thirst for the ales and wines that traders' carts carry, and covet the gold of their treasure-chests... what they love less is the gleaming steel of their guards' swords...

These Trolls hide from the daylight in caves under high cliffs. Peoples of old quarried hard stone for their castles and left deep gouges in the rock of the hillsides and ravines. Sometimes a Troll-hole even sports a huge door for greater shelter; surely nothing a Troll could fashion, but perhaps the work of a sorry Dwarf enslaved for the task. By damp and unhappy night, the smartest of Trolls sometimes light campfires on the hilltops. Hill-fires are

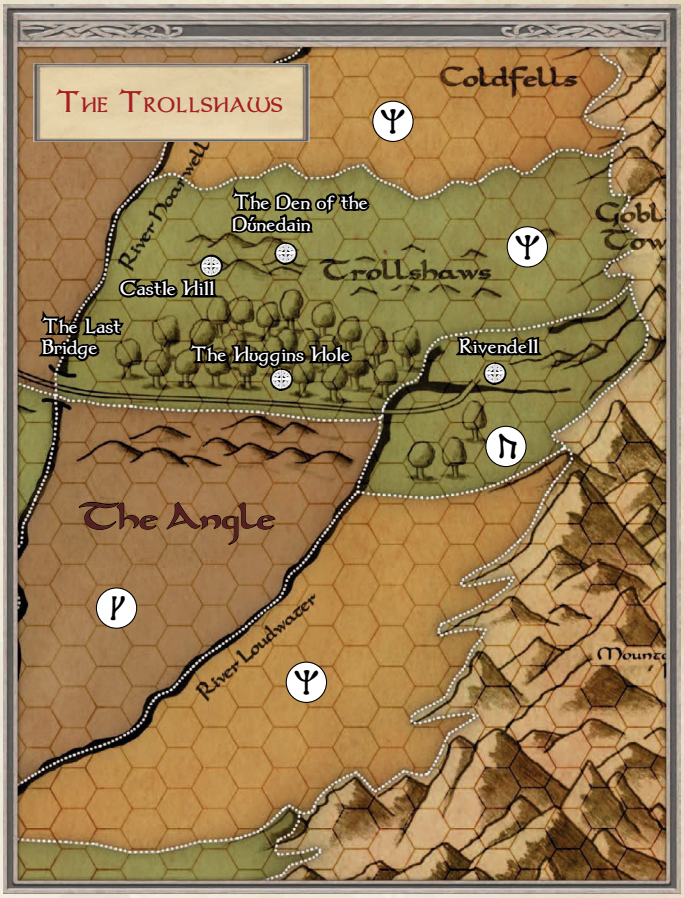
likeliest near the road, where unwary travellers might succumb to the promise of warmth and comfort. But the uneven, broken ground is trackless and pathless, choked with twisted roots and grasping branches, and climbing a hill for a campfire's cheer leaves an exhausted traveller an easier prey. Finding a trail off the road might make the climb to the hilltops easier but should in fact be its own kind of warning: a meandering swath of broken trees and upturned stones, smashed and torn by huge, strong hands doesn't bode well.

The Land Between the Rivers

South of the great East Road, a wide region of wilderness lies between the courses of the rivers Hoarwell and Loudwater. It is a vast, savage country, where no wanderer goes, as no road or well-known track leads anywhere. A long time ago, tribes of Hobbits lived here, where the two rivers meet, before they left to escape the many cruel wars fought at that time, for the region was part of the evil realm of Rhudaur.

Since the end of the North-kingdom and the flight of the Witch-king of Angmar, this land has preserved one of the greatest secrets of the Third Age. When Aranarth took the title of Chieftain of the Dúnedain, his folk went into hiding. They became a wandering people, but they kept returning to a fastness in the wilderness, a stronghold secreted in the angle of land between Mitheithel and Bruinen. There, the Men of the West saved the line of the Kings of Men from disappearing from the North, nurturing their traditions and never ceasing to guard over the lands of Eriador. In this endeavour, the Rangers had always the allegiance of Elrond of Imladris, who protected the secret of the Rangers, and welcomed them in his house.

In game terms, when a Ranger of the North companion goes home during a Fellowship phase, he may actually return to a hidden refuge of his folk somewhere in Eriador, or go back to the fastness of the Men of the West in the Angle.



Wildlife

Only animals too small for Trolls to catch thrive in the Trollshaws: hedgehogs and badgers, rabbits and foxes and mice. Even they live furtively, instinctively fearing the pall that lies over the Trolls' domain. Birds are surprisingly rare – they fly to healthier woods – and birdsong is sadly lacking. Ponies and horses tend to be skittish and fearful, prone to bolting even if their masters are oblivious to the dangers of travelling here.

Notable Inhabitants

Berk, the Gatekeeper

A Stone-Troll named Berk lives near the Great East Road. Signs of his territory are plain to those who look: beech trees and pines knocked over or torn from their roots and scattered along the road on a stretch where the hillside rises up to the north and drops steeply to the south. Berk sometimes piles up the trees across the road as a barricade to force travellers to stop and move them (he calls this his

'gate'). When Berk's luck holds, their work lasts till dark, or even better the travellers camp there for the night, and he can emerge and pillage.

Berk is quite proud of his scheme. He is even prouder of his home: a Troll-hole where the three Trolls lurked before they got themselves turned to stone a few years ago (see the Troll-Hole below). Berk uses the usual stats for a Stone-Troll.

Berk's 'Gate'

Companions travelling with ponies, horses or a cart must clear the obstacle from the road to continue. Removing the trees from the road is a prolonged action, requiring 6 successful rolls of Athletics or Explore. The companions may cooperate on the task, and every round of rolls – successful or otherwise – occupy them for an hour of work. If darkness falls, Berk arrives...

The Queen of Castle Hill

A solitary Stone-Troll named Rine haunts a tumble of ruins on a hillside that overlooks the Great East Road on the western end of the Trollshaws. She's a huge creature who proclaims herself Queen of the Trollshaws because she lives in one of the few ruins that still offer enough shelter to protect a Troll from the sun, and because she gathered a number of old shields to cover herself with an effective suit of armour.

Other Trolls ignore her, except when she stumbles across them and robs them of whatever they've robbed from someone else. Rine's home would make a fine shelter for travellers, if they didn't mind the steep hike and if they could contrive a way to force her out. But sooner or later some other Troll would remember the Queen's castle and take it over himself.

Rine's hoard in the darkest corner of her castle includes 50* Treasure in gold and finery that she's taken from other, more industrious Trolls. Among the gold is buried a Dwarvish wind-up toybox. Rine kept it because she likes the painting of a Dragon on its top. See page 74 for a description of the Queen of Castle Hill.

The Dwarven Toybox

Rine's hands are too big and clumsy to wind the tiny gear of the toybox, so she has not heard its hidden pipes play a Dwarvish victory tune as the box springs open, and she didn't see the miniature Dragon that arises in a gout of flame and then falls again in dying smoke as the box closes. But in particular Rine didn't see the spectral apparition that manifests when the toybox is played... The ghost of a small girl appears, the previous owner of the musical box, dancing in circles. If a companion makes a Magical Treasure roll and finds a Wondrous Artefact rolling a Ψ, then the little girl disappears after her dance. If, on the contrary, the toybox was found with a roll of an Eye, the item is cursed with Ill-luck (see page 102), and the girl keeps appearing to the companion every time he opens the toybox. The curse may be lifted if the toybox is brought to Lake-town, where the musical toy was purchased. The item possesses a Blessing to the Song skill.

Notable Places

The Troll-Hole

William Huggins and his friends Bert and Tom were garrulous, quarrelsome Stone-Trolls who lived in a hole near the road. They are now returned to the stone that made them, having been trapped in the sunrise on a hillside by the cleverness of Gandalf the Grey, and passers-by might pause and inspect the three stone statues.

Their Troll-hole remains, with a huge door on a single great hinge. Someday the hole will be abandoned again and forsaken for years, but for now it's home to a Stone-Troll named Berk (see Berk, the Gatekeeper, on page 37). He was only too happy to learn that William Huggins and his lot had let themselves be turned to stone, because he had coveted their cave – and its heavy door – for longer than he could remember.

Berk's hoard boasts 100* Treasure in gold coins, jewellery, and ingots of iron and copper, along with the skulls and bones of Dwarves and Men and ponies that he's caught at his "gate" over the last few years.

The Refuge of the Dúnedain

Ten leagues east from Rine's castle, another ancient ruin broods on a ridge north of the road. A narrow track carved into the earth of the steep hill offers the only safe way to reach the tower; once it was a road but the thickets overtook it long ago. Trolls tend to avoid it out of laziness. This has made it a useful shelter for Rangers of the North when they must travel through the Trollshaws. They have left the outer walls unchanged, and they know better than to light cookfires whose smell will draw attention, but they have carefully shored up and rebuilt the tower gate and roof. It won't sustain an attack if Trolls discover it, but it might slow them down enough to allow fugitives inside to escape.

The Rangers are careful to keep the tower a secret. They might come out to aid a beleaguered traveller but only after leaving the tower and approaching from another direction. Companions who set out to inspect every ruin along the road will eventually find the secrets of this one (a Ranger hero who has the *The Star of the Dúnedain* Cultural Reward automatically knows about it). If they linger and are careless, they'll be discovered by Trolls in turn.

The Coldfells

North of Rivendell and the Trollshaws, the chilly uplands fall only reluctantly away from the mountains. High, steep hills and broad plateaus loom over deep crevasses. In some ravines the ground is soft and fertile enough for bogs to form, choked with biting flies in the summer and slick with icy muck in the winter. In more places, the bitter mountain streams trickle over hard and stony ground. In the folds of earth and rock, where weaker stone was carved away by water over the ages, caves and caverns offer shelter from the sun.

Hardy and sparse grasses spot the hills and here and there a thicket of trees grows atop a plateau. On some hilltops stand the ruins of ancient Rhudaur, the stumps of watch-

towers or keeps long fallen to rubble, insignificant dots atop the vast and sprawling fells. On some hills are the remnants of mossy cairns more ancient still, stony burial mounds of chiefs and warriors who died long before Arnor rose. Most of those are tumbled open, long since plundered by careless and powerful hands. Year by year, century by century, the old stones wither away. Already they are easy to mistake for any other rocks that litter the green and brown hills.

Travel is exhausting and fraught. The rocky ground is dangerous to the hooves of horses and ponies, and sudden steep drops that can be climbed by companions on foot will baffle the hardiest pack animals. It might be negotiated safely on horseback with slow and careful riding, but then lean and hungry wolves will soon close in. Wolves or worse.

It is a dreary land between the headwaters of the Bruinen and the miry springs of the Hoarwell: cold and silent but for the howling of wolves, the rare cry of a bird of prey, or the bellow of a Troll that's found a blood-hot meal. No wise travellers come to the Coldfells; even the most experienced Rangers of the North know it little. Arador, chieftain of the Dúnedain, was captured and slain by Hill-Trolls among the plateaus in TA 2930. Even his doughty people avoid it as a cursed and barren place.

New Fellowship Phase Undertaking: Honouring the Fallen

(Rangers of the North only)

Few, save the High Elves of Rivendell, know the pain of watching their people fade from Middle-earth as keenly as the Rangers of the North. Each fallen Dúnadan thins the blood of Númenor and lessens the hope of the return of the King. Yet, the Rangers of the North have a great reverence for those who died in service to the Free Peoples, and knowing they carry Elendil's legacy into the darkest days of the Third Age strengthens their resolve.

Ranger companions spending their Fellowship phase in Rivendell or at home may choose this undertaking to travel to the site where Arador was slain. Here, they leave flowers on a cold, still blood-stained stone hidden in the plateaus and remember not just their former lord, but all who have come before them. By drawing upon the strength of their ancestors and remembering the legacy of glories out of Númenor, they are heartened and recover 1 point of Hope, even if it exceeds their normal maximum limit.

Wildlife

Sheep and goats graze among the thickets and on the grasses of the highest places, where the treacherous ground is difficult for wolves and too much work for any but the hungriest Trolls. Sometimes the sheep wander, and then the wolves feed well. Otherwise the wolves pursue rabbits and mountain deer that venture too far into unwholesome lands. Pigeons nest among the rocks and are hunted by merlins and falcons.

Inhabitants

No Free Peoples live in the Coldfells. Even the Orcs and Goblins of Mount Gram never venture into it. It is home to Hill-Trolls in uncounted numbers, as strangers who enter among the fells are quick to learn. Stone-Trolls lurk here, too, but fewer. They have a long tradition of venturing out across the grass and hills from cave to deep thicket by night. Eventually the Hoarwell blocks their path and drives them south, or the Loudwater does and drives them west, into the Trollshaws and in sight of the road and its travellers. But the Hill-Trolls, more ferocious but less patient, remain.

Notable Characters

Bloodstump the Hunter

Hill-Trolls are rarely known by name, but one chief among them is more infamous than the rest. The monster called Bloodstump led the Hill-Trolls that pursued and slew Arador, chieftain of the Dúnedain, in TA 2930.

A cruel and evil creature, Bloodstump didn't need a reason to hunt for man-flesh, but he started to relentlessly prey on those dangerous little creatures that came hunting so far north after a visit to Mount Gram. The Troll entered the Orc-fastness following a strange urge his dull senses could not explain, and emerged from his depths wielding a great black mace, a dreadful weapon forged in Carn Dûm when Angmar threatened the North.

Armed with that strange gift, Bloodstump began his pursuit of the Rangers. On one fateful eve, his war-band encountered Arador and his men. Bloodstump cannily let other Hill-trolls rush forward at the onset of battle, and closed in when the tall Men were wounded and exhausted and their bright swords dulled. The great Hill-Troll chief and his bodyguard threw down the last of the Rangers and captured their chieftain for sport, thus securing Bloodstump's fame.

Bloodstump's own limbs are hale and frightfully hearty slabs of flesh hard as stone. See page 69 for a description of Bloodstump.

Notable Places

The Cairn of the Crag-King

Atop the long steep slope of one of the greatest hills of the Coldfells, one ancient cairn rests undisturbed by the malevolence of plundering Trolls. The Trolls hold it in superstitious dread, fearing it as much as the peoples of Eriador fear the Coldfells themselves. The stones of the cairn are huge, six to eight feet across and three or four feet thick, gathered in a pile forty feet long and ten feet high. The Hill-Trolls only mutter to each other of the Crag-king lying beneath, a Giant of the old days and the old ways. Those Trolls with wit enough for memory say the Crag-king's stone bones wait to stir and rise at the end of days when the hated sun fails at last.

If he's disturbed before then... well, everyone knows what happens when you rouse a Troll. How much worse would the Crag-king be?

What truly lies beneath the great stones, if anything, no one knows. Desperate companions might find respite on the Crag-king's hill, where Trolls fear to go, but it's a blighted place that requires a Corruption test once per day.

The Ettenmoors

> **'We have come too far to the north,' he said, 'and we must find some way to turn back southwards again. If we keep on as we are going we shall get up into the Ettendales far north of Rivendell. That is Troll-country, and little known to me.'**

Beyond the Coldfells, bleak highlands rise in the shadow of the Misty Mountains. The ground here is softer than in the Coldfells and the Trollshaws beyond. Incessant fog, drizzling rain and cold mountain springs soak into the greedy earth, which traps their waters in bogs atop the long, wide slopes and in the folds and valleys. Only slowly do the bogs seep out into streams that gather and ultimately become the mighty Hoarwell, which the Elves call Mitheithel.

The Ettenmoors are an open wasteland, thick with peat and overgrown with low green shrubs and hardy grass. Heather blooms briefly in the spring, but nothing of cheer can live long in the moors. Colourful bulbs soon darken and wither and leave the rolling hills grim and grey again.

There are few caves on the moors, so the Trolls that prowl that land take shelter from the wan sun beneath the peat of the bogs and emerge again at night, or are slowly turned into Ettins. Travellers venturing onto the moors might think themselves surprisingly safe by day, only to find a Troll lurking under their very camp and hungry by sundown.

Between the Ettenmoors and the Coldfells lie the Ettendales: broad, open valleys running between high hills, wet with fog and the streams that feed the growing Hoarwell. Some of the valleys, particularly west of the Hoarwell's streams, might have made fine farmlands in the days when Men lived on the moors and Trolls did not venture too near. But those days were long, long ago.

Anyone foolish enough to travel there might stumble across ruins and the rubble of stout stone farmhouses crumbling for a thousand years and long since torn down and burned.

Wildlife

Voles, hares, frogs and vipers crawl and slither among the scrub brush and grasses of the moors and dales. There may have been deer upon a time, but they are long extinct since the region gave over to Trolls. Wolves on the Ettenmoors are sometimes a danger as serious as Trolls. They prefer darkness but can pursue their quarry by day, and they have a long affiliation with the cruel Wargs and the Hill-men of Rhudaur.

Inhabitants

The moors and dales were home to Men in three ages of Middle-earth, but no longer. For a thousand years they have been abandoned, ever since the defeat of the Witch-king at the Battle of Fornost – deserted by all but the hardy Trolls that survived the destruction of the fleeing Wraith-lord's forces. Today the Ettenmoors and Ettendales are home only to those Trolls – mainly Stone-Trolls and a handful of Hill-Trolls – and to the creatures that give these regions their name: the Ettins, an older and stronger kind of Troll, who were capable to survive even the direct light of the sun...

Ettins

Every traveller knows that Stone-Trolls turn to stone if exposed to the light of the sun. But only the Wise suspect that sometimes a spark of life survives inside them, ready to be roused by the dark will of their Master.

In fact, a number of strange rock formations can be seen in the Ettenmoors; some of these weathered piles of stones are actually very ancient Stone-Trolls, caught at some time by surprise by the light of a distant Sun.

These Ettins, as they are called, are today almost indistinguishable from great piles of rock when they stand still, and they rarely move at all. But if they do, they are extremely dangerous as they are animated by a reckless brutality and thirst for destruction.

See page 70 for more about Ettins.

Notable Characters

Dreorg the Wargling

Long ago there was a chieftain-priest of the Gundabad Hill-men named Dreorg. Dreorg was a master of the sorcery by which some Hill-men leave their bodies and take the shape of wolves by night to hunt and slay. As these things go, Dreorg's rule was overthrown. As his rivals battered down the door to his hall, Dreorg fled his body and his spirit joined a Warg-pack nearby. As a spear plunged into his heart, Dreorg's spirit seized onto one of the wild wolves and refused to depart. The two spirits struggled but Dreorg proved the master.

Many years have passed. Now Dreorg is a Warg chief, master of a band of cunning wolves filled with malice who moved West into Eriador. They know their chief is slightly

mad – sometimes his snarling seems to be two voices vying with each other – but he is wise and vicious and boundlessly cruel, which gives them all strength. See page 70 for Dreorg the Wargling's description.

Notable Places

The Burial Bog

On the southern fringe of the Ettenmoors, a bog between two wide rising slopes holds unhappy remnants of the past. Here the Men of Gondor and the Elves of Imladris and Lindon rode down the rear-guard of the fleeing Witch-king. The corpses were abandoned to the bog. But in the bog things decay slowly.

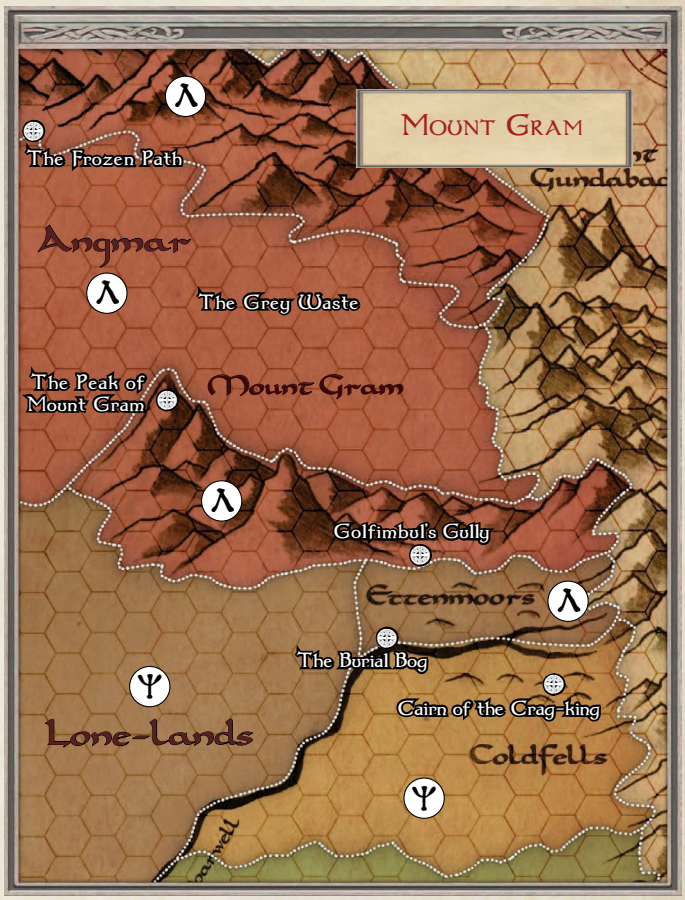
A thousand years later the bodies can still be seen, withered and stained black by brackish water but recognisable. Even their swords are with them, a little corroded but still stout.

What's worse, though, is that during his rule over Angmar the Witch-king employed many sourcerous means to defeat his hated enemies. He sent evil spirits to haunt their barrows and cairns, including those of their ancient ancestors on the Ettendales and the Coldfells, and wove many dreadful spells. When the Witch-king fled, the Trolls that remained overturned the old cairns and barrows, leaving them exposed and plundered.

In time, the Witch-king's sorcery was dissipated, but it lingers still in dark places, such as where the bogs hide countless bodies under the peat and away from the light of day.

If travellers pass or sleep near the bog by night, the bodies of the soldiers of Angmar may stir and attempt to pull them into the water (see page 78 for a description of the Bog Soldiers).

Mount Gram



A long spur juts out of the western Misty Mountains, far into the north. For a hundred miles its slopes spread out and curve northward, as if to point to the ruins of accursed Angmar where the Witch-king once dwelt. The tallest, most

jagged, most threatening peak in this spur is Mount Gram, a horn of rock rising from the slopes of other mountains as if they collapsed under its weight. Thousands of years ago it was delved and fortified by Dwarves, but it is now a home to monsters in a blighted land.

Deep beneath its roots is a Goblin fastness, a complex maze of a thousand holes and pits. For centuries, the Orcs of the Misty Mountains inhabiting Mount Gram have bitterly fought against the Rangers guarding the regions to the west of the Ettenmoors, the Coldfells and Trollshaws, and against the guardians of the hidden sanctuary of Imladris. Out of its gates issued the invading army that was defeated centuries ago at the Battle of Greenfields, when a Hobbit muster led by Bandobras Took, the Bullroarer, routed the Goblin horde of King Golfimbul.

Wildlife

Mount Gram holds horrors within, but its cold slopes show little sign. Rugged goats and sheep range the slopes and eat the hardy grasses that cling here and there to the thin soil and rock. Mountain hares and red squirrels dig in the shadows of high pine stands, watched by ptarmigans and finches and pursued by snowy owls. There's better hunting on the grim slopes of Mount Gram than in any of the Troll-lands to the south, but if Goblin look-outs spot intruders, a hunting party of their own is sure to emerge.

Inhabitants

Mount Gram has been home to tribes of Orcs and Goblins since they first seized Mount Gundabad and the surrounding mountains and tunnels from the Dwarves in the middle of the Second Age. For more than three thousand years it was an Orc stronghold overlooking the west. Its strength was redoubled at the end of the Second Age when the Dúnedain founded the kingdom of Arnor, "right on our doorstep" as the Orc-chiefs put it. When the Witch-king came to Angmar in the Third Age, the Orcs of Mount Gram were ready to serve. In the middle of the Third Age, the forces of Gondor, Lindon and Imladris put the Witch-king of Angmar to flight and destroyed all of his works and peoples. Mount Gram was not spared, although deep tunnels known to no Elf or Man surely hid many a fleeing Goblin.

Two hundred years ago, around TA 2740, Orcs and Goblins began multiplying in the mountains and infesting Eriador once again. From Mount Gram a great Orc-chieftain led warbands to burn and pillage far away. That took them to the Shire, whose little people looked to be the best possible pickings. But the Hobbits destroyed the Orc warband and slew its chief, Golfimbul.

Mount Gram has grown and the evil in it has deepened ever since. Many Stone-Trolls and even Hill-Trolls have

been brought in from the Ettenmoors that stretch away to the south, and Cave-Trolls have lumbered through endless tunnels from deep in the Misty Mountains. The raiding Orcs and Trolls of Mount Gram make the countryside of haunted Angmar deadly. They cast hungry eyes to the south-west and the seemingly defenceless lands of Hobbits and Men, but they have been bade to wait. And so the years pass as Mount Gram festers.

The Orcs of Mount Gram reserve a special degree of spite for Hobbits. Most creatures of the Shadow seem surprised that Hobbits even exist, but the Mount Gram Orcs remember Greenfields. See page 73 for more about the Orcs of Mount Gram.

Notable Characters

The Wraith-lord of Mount Gram

For almost one hundred years the Orcs of Mount Gram haven't had a king, until a Shadow came to haunt the empty throne: the Lord of the Nazgûl had returned to the lands he once ruled as Witch-king as an invisible Wraith-lord, to strike a final blow to the dying line of Elendil as his last act of vengeance.

From that night, the Orcs and Trolls of Mount Gram resumed their attacks on the Rangers and the lands they protected with unprecedented resolve and deviousness.

Elrond, Lord of Imladris, didn't fail to recognise a guile uncommon to Goblins of any kind behind the aggression, and warned the Rangers. His words came too late, though, and in TA 2930 a band of Hill-Trolls ambushed the chieftain of the Rangers and captured him. Arador was never seen again, and only three years later his son Arathorn was slain as he rode against the Orcs of Mount Gram with the sons of Elrond. Thinking to have erased the blood of the Northern Kings from history forever, the Wraith-lord vacated the throne of Mount Gram, disappearing as silently as he first came. See the Lord of the Nazgûl's description on page 81 for more on the Wraith-lord.

Radgul the Orc-Chief

The chieftain of all the Orcs of Mount Gram is Radgul, a wily, sneering, and deadly old villain with designs on greater things than his own mountain.

Radgul and his Orcs are removed by a hundred miles from Mount Gundabad where Bolg ruled, and the Orcs of Mount Gram never made it to the Battle of Five Armies. At the time Radgul considered that an insult, but afterwards he was happy to have missed the debacle. He only wished, in the secrecy of thought, that Bolg's army had been destroyed even more thoroughly so he could march on Gundabad and take the throne for himself.

Radgul is patient. He knows Bolg's offspring Gorgol covets the throne. but he knows Gorgol remains a laughingstock after his headlong flight from the battle. Radgul is not in any of the factions of Mount Gundabad, but he doesn't need to be. He is counting on Gorgol's ambition to cause just enough strife that the next time there's a crisis, Gundabad's tribes will make a meal of it and Mount Gram's tribes will step in to do things right. Of course, Radgul wouldn't have to think hard about sticking a knife in Gorgol and all his Gundabad rivals, too, if the opportunity came up. What's more likely to foul things up for Radgul is his old grudge against Hobbits. If any Orcs of Mount Gram spy even a single Hobbit near the mountain, the Orcs will take as a warning of war and Radgul will be right at the front, preparing to march on the Shire even though such a march will scatter his followers and leave them vulnerable to threats from every side.

See Radgul's description on page 74.

Notable Locations

Golfimbul's Gully

Travellers journeying north from the Ettenmoors might be tempted to shorten their trek across this inhospitable region by taking a path cutting across the near-impassable mountain range. It is a jagged, shallow cleft that passes through the ancient stone of the mountain, cut by ages of rain and wear. Its high walls of natural stone are smooth and its floor is as slick as a riverbed. It is an easy passage; but certainly not a safe one.

Radgul and his servants watch it under cover of darkness, slipping between the shadows cast by massive stones that have been worn into odd shapes by the progress of years, ready to ambush any travellers. The gully itself winds to

The Magpies of Mount Gram

Companions travelling close to Mount Gram may rouse the curiosity of the magpies nesting atop the peak. If anyone in the group is carrying a Wondrous Artefact or a Famous Weapon, the canny birds will try to steal it. A roll of Hunting enables the Look-out or Huntsman in the company to notice that an unusual number of the birds are keeping watch over them. If the rolls fail, the magpies quietly steal the targeted object (how these small birds can carry away a sword should remain a mystery!). If the rolls successfully alert the companions, then the character carrying the object may make an Awareness test to avoid being fooled.

If the heroes want to recover what has been taken from them, or if they noticed the magpies and located their nests (a roll of Hunting does the trick), they may attempt to climb the mountain to the top. The trek is a lengthy endeavour, taking at least a couple of days. The first day is a long and tiring walk, but devoid of any real danger (unless they did something to alert the local Orcs...). The last day is a different thing: to get to the top of the peak, the heroes will have to climb a rock face, trying not to fall below. This is a prolonged action, requiring each climbing hero to pass 4 rolls of Athletics (TN 18). A companion with the Mountaineer speciality may either invoke his Trait to succeed in the entire prolonged action for himself, or he may help the other companions, effectively lowering the difficulty to TN 14 (but now he also will have to make the rolls).

A character failing a roll of Athletics is considered to have fallen for 9 feet (see the Falling rules on page 184 of *The One Ring*); unless he failed and rolled an ᚠ, in which case, the fall is from 18 feet.

Any companions who braves – and survives – the ascent to Mount Gram will find a hoard containing 20** Treasure (and all the items stolen from them).

and fro, with several pathways that separate from the main cleft only to double back, go in endless circles or lead to dead ends where would-be assassins wait for easy prey.

The Peak of Mount Gram

Rising almost to the heights of the Misty Mountains themselves, the very top of Mount Gram is a snow-capped horn of broken rock. There nest great flocks of magpies, birds deemed to be cunning and wicked, even more than the crebain of the south. Attracted by shiny objects, they watch with keen eyes for any gleam of precious metal or stone that might pass under their gaze. The rare mountaineer who makes his way to the top of Mount Gram finds circles of stones cobbled together with scattered bones and even stolen weapons and other treasure, claimed by the magpies of Mount Gram. It is said that great artefacts can be found here, if one could only survive the climb (see The Magpies of Mount Gram, on the previous page).

Angmar

Far to the north, beyond Mount Gram and the furthest peaks of the Misty Mountains, is the forsaken land that almost a thousand years ago was known as the realm of Angmar. From his dark capital of Carn Dûm in the north, the Witch-king commanded ruin and terror and brought about the collapse of the northern kingdom of Arnor. But that dire servant of Sauron was then defeated in turn, and the strongholds of Angmar were destroyed.

As the Twilight of the Third Age approaches, the ancient domain of the Wraith-king seems to heed the call of the Dark Lord, now again revealed in Mordor. Blinding snows sweep down from the jagged peaks of the Mountains of Angmar in winter, and evil Men and Orcs are slowly making their way north in ever greater numbers from the east and south. Trolls are now found north of the Ettenmoors, crossing the Grey Waste stretching between their own lands and the Mountains of Angmar.

Though the Dúnedain and the High Elves of Rivendell keep a wary eye upon this lands, few ever venture that far north. Those that did journey there returned with tales of a great desert of grey scrub and gnarled trees that mar the land. Once within sight of the Mountains of Angmar, freezing winds to rival the worst of the Redhorn Pass make travel all but impossible. It is a land without life, where winter dwells forever and a chill beyond that of natural storms cuts to the marrow.

The broken stones and high peaks that mark the northern border of old Angmar are capped with ice and snow. The roads that run among the high hills facing these foreboding peaks are hard to find by all but those who

know the secret paths carved by the Witch-king long ago. Rare is the traveller who finds them by chance and though such a thing may seem a blessing in this harsh place, all roads before the Mountains of Angmar lead to one place: Carn Dûm, the heart of darkness in the North.

Wildlife

Today, the old realm of Angmar is a dead land, inhabited only by those wild animals used to the harsh conditions of a desert. Snakes hide under the rocks, carrion-birds perch on the barren trees, patiently waiting for another Orc to be felled by the blade of an enraged companion. Lean, grey wolves descend from the mountains to go hunting west and south.

The grey skies above the Grey Waste have recently come to life with the flight of many black buzzards, who watch the paths and roads trod by those Trolls, Orcs and evil Men who enter the region. These minions and slaves march north in small groups and vanish into the foothills of the Mountains of Angmar. No scout from Rivendell or Ranger has been foolhardy enough to follow them closer than a few leagues of Carn Dûm, so their ultimate destination is unknown.

Inhabitants

The region that became known as the realm of Angmar was originally inhabited by a worthy folk of strong and hardy Men. They toiled hard and long to carve a meagre existence in an unforgiving land, and were not prepared for war when evil Men came among them and enslaved them by force of arms and sorcerous means. For these invaders were servitors of the Dark Lord, and from their allegiance to the Shadow they had gained great gifts. When in a later age of the world the Lord of the Nazgûl came to this land, he was welcomed by the descendants of that folk, by that time turned fully to evil ways, and made their Witch-king.

At the peak of its power, the realm of Angmar extended its influence on both sides of the Misty Mountains. Its armies gathered many evil Men and Orcs, and other fell creatures. When the Lord of the Nazgûl was finally defeated in the Battle of Fornost, these corrupted people were routed and fled, scattering across the land. The remnant of those foul slaves established small camps in the valleys along the southern borders of the Grey Waste, or hid in mountain caves. In time, these settlements became villages, and they were able to endure in the darkened North.

Recently, the former minions of the Witch-king have started again to traverse the Grey Waste heading north, to approach the secret roads that lead to Carn Dûm as if they were unified by some dark will. Hill-men and Goblins alike can be seen plying their way across the waste and then the snow, as if searching for something dark and lost – maybe remembered only in broken songs in the honour of their long-absent lord.

The Hill-men of Rhudaur

Hill-men have inhabited the northernmost lands of Eriador since before the foundation of the North Kingdom, forced to the inhospitable hills and mountains of Rhudaur by the advancing Númenóreans. Their resentment and persecution first led them willingly into an alliance with Angmar, and then into servitude.

Upon the defeat of the Witch-king, many of the Hill-men that once served him fled across the Misty Mountains and now dwell about the Vales of Gundabad (see *The Heart of the Wild*, page 14). But some remained in the cold wastes of Angmar, hiding in caves and secret valleys lest the vengeful armies of Gondor and High Elves slay them. Their descendants hide still, degenerate, wild warriors who live and fight with the Goblins of this region. In the past few years, something has been calling them back to the black towers of Carn Dûm, a call felt in their blood.

Sorcery of the Hill-men

The sorcery of the Hill-men of Rhudaur is very old. At the time of the kingdom of Angmar, those who were deemed to be the most powerful among them were taught by the Witch-king himself, and acted as his messengers. Their descendants are not nearly as powerful or cunning as their wicked ancestors, but the Hill-men of Rhudaur never completely forsake the dark gifts of the Wraith-lord. (See also the New Monsters chapter, page 67).

Thark, Chieftain of the Hill-men

Among the Hill-men is Thark, their chieftain. Broad and swarthy, his piercing eyes are the colour of night and his face is marred by countless scars of war and survival. Any wanderer who treads the many tracks and broken roads of Angmar coming from the south may encounter Thark and his faithful. Facing a well-equipped company, Thark won't be openly hostile, but will offer his service as a guide and scout. Should his offer be refused, then Thark will resort to threats, requiring the payment of a tribute. In both cases, Thark won't fight directly, but will lead the company towards a more favourable confrontation: the lair of a Mountain Troll, a den of Goblins, or an encampment of his people.

Thark uses the characteristics of a Hill-man of Rhudaur as found on page 72, completed and modified by the following:

Attribute Level:	6
Endurance:	24
Specialities:	Angmar-lore, Mountaineer
Distinctive Features:	Hardy, Wrathful
Relevant Skills:	Inspire ♦♦♦, Explore ♦♦♦, Battle ♦♦♦, Orc-axe ♦♦♦

Notable Characters

Burzash, Orc Warlord

One among the many Orcs that are being drawn out of their lairs in the mountains to journey north towards Carn Dûm, Burzash is not satisfied leading only his own tribe. Moving across Angmar, Burzash has set his will to dominating lesser Orcs and uniting them under his banner. He is a fierce creature, commanding and merciless. Gathering Orcs, Goblins and Hill-men to him, he moves across the Grey Waste, slaughtering those who do not bow to his will.

Burzash is a Great Orc, as seen in *The One Ring* on page 237. He typically travels with a large warband composed of Goblins of Carn Dûm (see page 71), Hill-men of Rhudaur,

and reinforced by a pair of great Mountain-Trolls whom he had attracted to his service under the promise of war and slaughter.

The Steward of Carn Dûm

When the Witch-king was forced to abandon Carn Dûm following his defeat, the fortress was not fully destroyed, as its foundations were too strong even for the Men of the West to shatter. In its deepest recesses many creatures were allowed to endure, and many dwell there still. Among those wretched shades lurks he who was once deemed to be a sorcerer of dark and terrible power: the Steward of Carn Dûm.

At the time of the witch-realm, he could be spied on the highest battlements of the black citadel of Carn Dûm, as he gazed down upon the frozen and black realm, casting his auspices at the service of the Witch-king.

The Steward of the citadel has never left the dungeons of the broken fortress, as he was appointed a task he will never betray. When the Lord of the Nazgûl left Carn Dûm to go and fight at the Battle of Fornost, he left the Iron Crown of Angmar in his keeping. Thus the life of the Steward was spared the wreck of that defeat, and the crown didn't follow the Witch-king in his flight. In the centuries that followed, the Steward was slowly consumed by the power residing in the Iron Crown: he become a Fell Wraith, a weak reflection of its Master.

The Steward of Carn Dûm today is a shade among shades, perpetually wrapped in a robe of rich crimson, his facial features hidden beneath the shadows of his heavy hood. He haunts the deepest cells of the dark capital of ancient Angmar, where he patiently awaits the return of the Morgul-lord. Once this happens, he will kneel once more before the Lord of the Nazgûl and will offer him what he has kept secret for centuries: the Iron Crown of Angmar.

The Steward is a Fell Wraith with the Greater Enhancement, giving it an Endurance score of 70. See the Powerful Adversaries section (page 67) and the description of the Fell Wraiths in the **New Monsters** chapter (page 79).

The Iron Crown of Angmar

At the time of his relentless war against the Northern Realm of the Dúnedain, the Lord of the Nazgûl commanded that a heavy crown of iron be forged in Carn Dûm, using the blades that belonged to those princes of Arnor that he defeated on the field of battle or by black treachery. As the war progressed, the crown became heavier, as many prongs were added to it. When the Witch-king deserted Angmar to flee south, he left his crown in the keeping of his Steward. And there it remained, in a secret cell under the main tower of Carn Dûm.

The Iron Crown of Angmar is too large and heavy to be worn by any Mortal or Elf. Should its location become known, the Rangers of the North would do anything to find it; the blades that adorn it have been taken from many lords who gave their lives in the wars against Angmar. But the Lord of the Ringwraiths would be even more relentless to find it first, should he discover that the crown was not lost; he reserved a special place on its crown for any sword belonging to an Heir of Elendil...

The Iron Crown of Angmar is the equivalent of a Wondrous Artefact with a Greater Blessing of Awe, but it is heavily cursed: it is considered Owned (by the Witch-king), Hunted and carrying a Shadow Taint for 4 Shadow points (see Cursed Items, page 100).

Notable Locations

The Grey Waste

The vast stretch of blighted and broken land to the south of the Mountains of Angmar is barren and harsh. Known as the Grey Waste for the ash-like dust that covers it and the patches of faded scrub that pock the landscape, it is an unforgiving place. It is here that the great armies of Men and Orcs that once served the Witch-king used to muster, and where they encountered their ultimate destruction. The wasteland is dotted with the ruins of their ancient encampments and watchtowers, broken by the wrath of the Men of the West and their victorious allies. The many roads and tracks that connected those settlements are now buried in the fine, grey dust that chokes everything when stirred by the cold winds.

The silence that reigns on the Grey Waste at night is broken only by the moans and cries of the many ghosts that wander aimlessly in the dark. Hopeless is the wanderer that dares to explore the ruins of the Grey Waste, for when the Sun fails and the moon is dead the restless Spectres of the unlucky Men who were deceived by the promises of the Morgul-lord go out to haunt any living being with their laments (see the description of Spectres in the **New Monsters** chapter, on page 80).

The Frozen Path

Those who brave the Grey Waste and reach the foothills of the Mountains of Angmar may stumble upon the traces of the ancient road that servants of the Witch-king carved through this merciless land. Known as the Frozen Path, this hidden trail winds in the shadow of massive peaks, atop the crest of naked hills and along high cliffs and down into low, snow-filled dales. At times, advancing on the path becomes extremely dangerous to all but the most experienced of mountaineers, as the road crosses over open chasms by means of thin bridges of rock, or is blasted by freezing winds. If followed, the Frozen Path connects all the watchtowers built along the Mountains of Angmar, even if to reach most of the existing ones secret tracks leaving the path must first be found and then followed.

Winds from the Wastes

The cold winds that blow among the Mountains of Angmar carry upon them fell voices, whispers coming from the frozen wastes of the far North. All those who hear their call are beset by fear and doubt, and only the most strong-willed and fearless are able to cast aside the shadows summoned in their minds. Companions travelling along the Frozen Path must pass a Fear test (TN 16) each day or gain 1 point of Shadow.

The Watchtowers

Carn Dûm was the capital of the witch-realm of Angmar, and the roads that led to that citadel where protected by many towers and keeps, built against the high peaks of the northern mountain range. There, the foul servants of the Morgul-lord maintained stores of arms and from their gates they struck swiftly and brutally any enemy who dared to approach. The Men of the West destroyed most of these towers, leaving only piles of large blocks of stone. But some survived, as they were hidden among inaccessible crags, or perched up on high, were the ice defended them from the anger of the Dúnedain.

Today, small lights appear briefly behind the arrow-slits of some of these ancient keeps, snuffed out hastily by creatures made furtive by vows of secrecy. One by one, these long-abandoned towers are manned again, and their ancient stonework is repaired and made ready. Once they are all filled, Angmar might once again be considered a living realm, the staging ground for the Enemy's armies in the North.

Carn Dûm

Under the rulership of the Witch-king hordes of servants of the Dark Lord issued from the mighty gates of Carn Dûm to prey upon the North for almost seven hundred years.

After the defeat of the Lord of the Nazgûl and his armies at the Battle of Fornost in the year 1975 of the Third Age, most of the settlements and strongholds of the dark kingdom of Angmar were destroyed and their inhabitants driven into hiding. But its capital could not be annihilated fully, and something has been permitted to lie in its deeps, waiting, and now it has awakened again as the world darkens. Though the citadel is wrapped in ice and broken, it stirs once more to life.

The citadel of Carn Dûm was crafted in mockery of Númenórean architecture. Its towers rise from the very stone of the northernmost mountains of Angmar. Its gates can be found beyond a great cleft between two high ridges of black stone known as the Red Valley. But the citadel itself just gives a hint of its true vastness; caverns run deep into the mountains and to the very depths of the earth. No one has explored these tunnels. Whispers and rumours speak of passages leading to gigantic underground halls and great forges, once used to craft arms, armour and machinery for the war against Arnor.

In recent times, Orcs, Hill-men and Trolls have started to return to this desolate place, as if something was calling them back. What they find there when they arrive no one knows yet. If indeed the dark flame of the Enemy has been rekindled in the North, then surely it burns hottest in the halls of Carn Dûm.

The South Downs and Weather Hills

On its route to the mountains, the great East Road passes between two regions of hilly terrain. To the south, low, green hills run from east to west, for more than one hundred miles. Called the South Downs, it is a lone land, deserted since many long years. Here, the folk of the lost realm of Cardolan took their last refuge, trying to escape a great plague that came from the south and killed most of their people.

North of the road and to the east of the Midgewater Marshes is another line of hills rolling northwards and called the Weather Hills. The highest of them, Weathertop, is the closest to the old road, its conical shape ending in a flat top. On this high place, crumbling stone walls and stairs rise from the earth in a circle of jagged stone teeth broken by the passage of many long years.

Streams criss-cross the hidden dells and alder-trees can be seen sprouting up in small patches. In the clefts among the heights stand the ruins of old works of stone, overgrown walls and half-filled dikes. But the ruins on Weathertop are by far the most prominent feature of this region. Here stood a great watch-tower, raised in the days of Elendil the Tall. Only the Dúnedain and those wise in old lore remember the Tower of Amon Sûl as anything more than a place of ill-omen. The Rangers of the North often come to the Hill of the Wind, as its height commands a wide view of the surrounding countryside. The Men of Bree and others too foolish to know any better say that those wandering folk gather there to speak on dark and private business.

The Weather Hills are a country that is rarely traversed by any but the most hardy of wanderers. Swift and cold streams run between the hillsides and clever paths cut to hide those who walk upon them can be found only by a keen-eyed scout. Unwary travellers can become lost for days. They often find themselves tumbled out upon the region's western side, facing the long stretch of insect-infested bogs and fens of the Midgewater Marshes. Those who know their way may gain the top of the highest hills and gaze far off instead.

New Fellowship Phase Undertaking: Find Athelas

"...it is a healing plant that the Men of the West brought to Middle-earth. Athelas they named it, and it grows now sparsely and only near places where they dwelt or camped of old..."

Kingsfoil is regarded as little more than a weed by most folks of Middle-earth, but those who are wise know it was once called athelas and that it has great healing virtues. A companion spending a Fellowship phase in Rivendell (or a Ranger at home) may choose this undertaking to go and find athelas in the wilds of old Arnor. The companion must pass an Explore test (TN 18, or TN 14 for heroes with Herb-lore). On a success, the companion found enough athelas to serve him once during the next Adventuring phase, twice on a great success, and three times on an extraordinary result. When a character carrying athelas rolls Healing to treat a Wounded companion, his skill is considered to be favoured. If the Healing roll is a great or an extraordinary success, then the hero that is being cured is additionally healed of 1 point of Shadow. It is useless to employ athelas on a hero who is not Wounded.

Wildlife

The South Downs and the Weather Hills seem almost devoid of wild creatures to those who wander the land. In truth, their cold, clear streams teem with fish, and in the Weather Hills many small birds live off the swarms of midges that the wind carries over from the Midgewater Marshes. Nightfall in this land brings the sound of howling wolves echoing in the valleys, though those feral beasts are seldom seen around the area. This doesn't prevent any travellers traversing the region from seeking refuge upon the summit of Amon Sûl in the the evening.

Inhabitants

No Men make their abode in the Weather Hills or in the South Downs. Only the Rangers come here, to keep a watchful eye upon the great East Road. But they built no settlements on these heights. When they make camp on the hills, the Rangers of the North go to great lengths to conceal their passage.

Notable Characters

The Warden of Amon Sûl

The Rangers of the North try to make sure that there is always at least one of their company near Amon Sûl, to both tend the ruined tower and watch the old road.

No one is here more often than Arbarad. This stoic, travel-worn wanderer spends many days scouring the land, watching for trespassing creatures and looking for any ancient testimony of the lost realm of his people. While dedicated to his tasks, Arbarad is also always ready to help lost wanderers find their way back to the road, should they become lost in the maze-like hills. When he has brought them to safety, the grim Ranger tries his best to dissuade them from returning to this dangerous land.

Attribute Level:	6
Specialities:	Fire-making, Lore of Arnor, Shadow-lore.
Distinctive Features:	Grim,Wary.
Relevant Skills:	Awareness ♦♦♦, Hunting ♦♦♦, Travel ♦♦, Great bow ♦♦♦
Endurance:	24

Hazard Suggestion: Lost in the Weather Hills

(All Companions – Fatigue)

Traversing the winding mounds of the Weather Hills is no easy task, and even the most experienced of guides sometimes leads their company along a blind path.

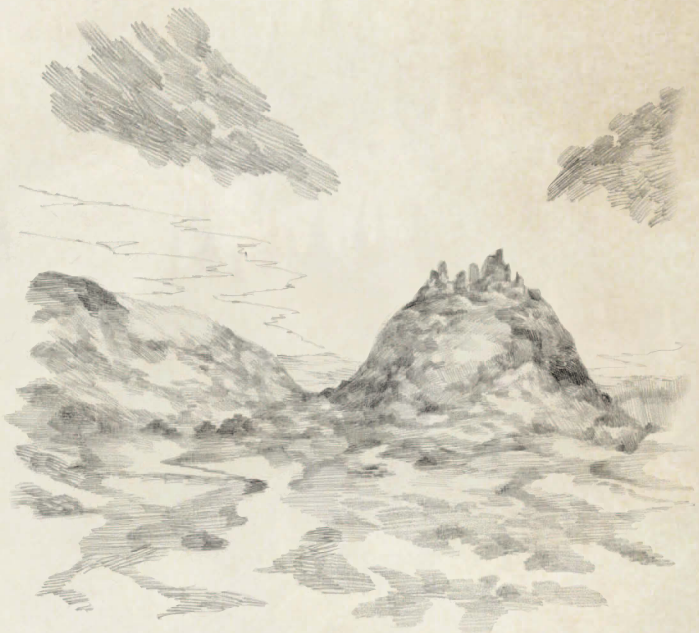
The companions seem unable to find a straight way out of the Weather Hills. All heroes must make a Travel test. Whoever fails the roll suffers again from Fatigue (add the value of the travelling gear carried to Fatigue), twice on an ᚠ. Moreover, the company spends a number of additional days attempting to find their way out of the Weather Hills, equal to the number of failed rolls.

Notable Locations

Weathertop

Known in Sindarin as Amon Sûl, the Hill of the Wind, Weathertop is more than just a circle of burnt and broken ruins atop a high place. The path that leads north from the top of the hill used to connect Amon Sûl with the other fortified places built on the Weather Hills. In fact, the tower was a part of a complex of fortifications set along a border between warring kingdoms.

When the tower was intact, it was used to hold one of the Seeing Stones that Elendil brought from Westernesse over the Sea, but little is known of that tale in the world today. Rangers have long searched the ruins surrounding Weathertop for any relic of that time of strife, and nothing but fragments of weapons can be found now. Anything of worth was brought to Rivendell long ago, to await for the return of the King.



Midgewater Marshes

Separating the Chetwood of Bree-land and the Weather Hills is a vast area of marshland filled with stinging flies and irritating insects. It is a trackless land that few pass through, save at the utmost of need. Here the fens are filled with dank, brackish water that stinks of stagnation.

Travel is difficult and slow for those who pass through the Midgewater Marshes, but leaving the road to traverse it does offer one advantage: it is hard, if not impossible, to follow or track anyone across its bogs and quagmires. Verily, the Rangers of the North employ this ruse whenever they want to throw off any pursuers.

Hazard Suggestion: Neekerbreekers! (All Companions – Weariness)

The maddening stings of the insects of the Midgewater Marshes are a nuisance, but the cricket-like creatures that cling to the reeds of the swamp by the thousands are a true blight. By night their endless squeaks of "neek-breek" and "breek-neek" fill the air and make rest uneasy.

All companions must pass a Travel test, or be Weary for the length of the journey for the lack of sleep.

New Fellowship Phase Undertaking: Watch upon Amon Sûl (Rangers of the North only)

The Rangers of the North keep a watchful eye on the realm from Weathertop, always maintaining a secret guard upon the great East Road.

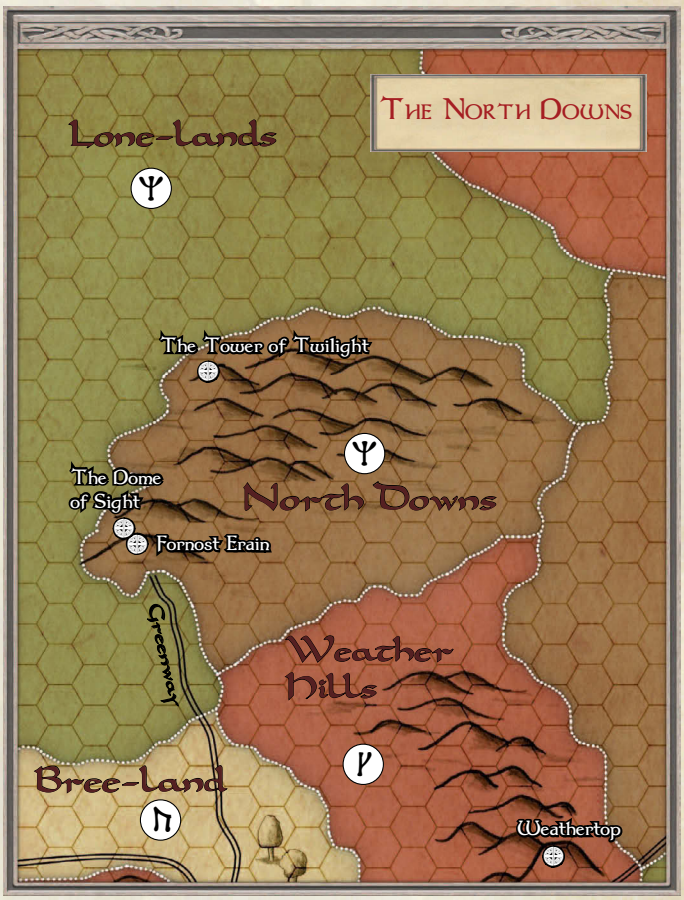
Only Rangers of the North who returned home for the Fellowship phase may select this undertaking and spend a great many days and nights patrolling the Weather Hills and keeping camp upon the summit of Amon Sûl. Because of these long watches spent in the wilds, they are better able to face the troubles of the land when they next journey through them. During their next Adventuring phase, if their journey takes them through the central parts of Eriador they may reduce the TN of any Fatigue test by -2. This bonus also extends to other members of their company as they guide them through the trackless hills of the region.

The Wolf-Den of the South Downs

The Wolves of the South Downs came from the distant Misty Mountains to hunt, and never returned to their lairs. They found that the desolate hills offered a good refuge for them, and from there they go out at night to search for prey.

These Wolves can consider themselves lucky, as the Rangers rarely patrol the hills of the South Downs, preferring to keep a watch over the Old Road from the higher Weather Hills. This is why the Wolves have escaped notice so far, and they remain undisturbed in their new den, a great cave dug deep into a large hill. Their secret lair for the moment houses a pack of a dozen wolves, but the cunning beasts are spreading the word, and more wicked creatures are approaching the South Downs to bow to the new Wolf-lords of Eriador. If the Orcs of Mount Gram were to hear about this, then an alliance might be reached between the two factions and the great East Road would be seriously threatened.

The North Downs



The ancient Greenway crosses the great East Road near the town of Bree and continues north, towards the high hills called the North Downs. These grassy hills roll in a

north-eastern direction for many leagues, before they give way to the flat, broad lands between the Downs and the mountains to the east. Verdant and lush, these are wild lands that were once the heart of a great kingdom, but that are now deserted. What is left are just half-buried ruins that have been reclaimed by time and nature, and are guarded by those strange wanderers that the Bree-folk calls the Rangers.

What business do the Rangers have with these lands is a mystery to the Breelanders. All they know is that they are the only wanderers that dare to get close to the ruins of King's Norbury. Them, and robbers. For the southern border of the North Downs is deemed to be a haunted land, a place of ill-omen, and they call it Deadmen's Dike.

Rangers who hear such a name on their visits to Bree are quick to remark that the local folk know nothing of the true hauntings that infest the land, just a few miles away from their doors.

Wildlife

The North Downs are wild and teeming with life. The short and hardy grassland is covered by flowers in spring and is home to thousands of butterflies. Sheep and rabbits graze on the hilltops, while kestrels fly low in search of prey. There were once many woods over the North Downs, but the Men of the West felled those trees long ago, and only small groves of oaks now remain. The stones and ruined walls that dot the land are covered with ivy and leaves.

Inhabitants

No one lives within many days of Bree, and the high hills of the North Downs are no exception. But the Rangers of the North go there, and they maintain several of their secret refuges in hidden dales and on the hilltops, where greater ruins still endure.

Notable Characters

Gishak Gashnaga

The town of Bree and the Shire to the west may seem quiet places. But their peace is something that is assured night after night by the constant watch of the Rangers. For example, what would have happened if the warband of Gishak Gashnaga wasn't defeated in the North Downs? These Orcs came down all the way from Mount Gram in search of plunder, but they found the steel of the Dúnedain first...

Gishak Gashnaga was the only survivor of the Orcs' encounter with the Rangers. Protected by darkness, he was able to crawl away, and found refuge among the ruins of an ancient hill-fort in the east of the North Downs. There,

he found a complex of tunnels to hide into, and now plans to attract more of his kin there, to establish in secret a camp of Goblins and Orcs. Under Gishak's command, these foul creatures would plague the land for years to come. Gishak Gashnaga is a Great Orc, as described in *The One Ring*.

Talandil, Ranger of the North Downs

When a Ranger has served for many years out in the Wild, he is allowed to return to his family. But Talandil had no family to return to. Having reached a considerable age, Talandil doesn't wander the land either, and he rarely leaves the North Downs any more. He is the self-appointed guardian of Fornost Erain, and he knows many songs and tales of that city when it was the northern fortress of the kings.

Attribute Level: 6
Specialities: Lore of Arnor, Smoking.
Distinctive Features: Determined, Elusive.
Relevant Skills: Lore ♦♦♦, Song ♦♦, Long Sword ♦♦
Endurance: 20

Notable Locations

Fornost Erain

There are many names for this former capital of Arnor and Arthedain: Fornost, Fornost Erain and Norbury of the Kings, but it's been long since anyone called it other than Deadmen's Dike. In the southern shadows of the North Downs, what was left of Fornost has been reclaimed by nature. Its tall towers were broken during the siege of the Witch-king of Angmar and the city was sacked. Now, late in the Third Age, the stones that once paved the streets have been uprooted by trees hundreds of years old and its once-white stone walls are covered with winding ivy and spreading lichen. Indeed, an unwary traveller might walk within a few feet of this place before realising that beyond the green walls lie the ruins of an ancient city.

The Bree-folk believe that foul spirits haunt the ruins of Fornost Erain. The Rangers let the simple folk entertain such idle thoughts, as these superstitions let them conceal their activities and protect their charges from the greater dangers of the Wild.

The Ghostly Voices of Fornost

The sorrow brought about in Fornost Erain by the armies of Angmar has left scars that go beyond the mortal realm. When companions stop for the night in the proximity of the ruins of the former capital of the North, they risk to be visited by ghostly presences in their dreams. All sleeping companions except Elves make a roll of Wisdom. On a failure, their dreams are haunted by terrible visions of the slaughter of the Dúnedain of Fornost. When they wake up, they are not considered to have rested, and the next time they are forced to make a Fear test they will roll their Feat die twice and take the lower of the two rolls, as their nightmares wear away at their courage.

The Dome of Sight

Among the tumbled stones of Fornost is a partially interred pathway that leads to an underground chamber. This was once a vast and lofty dome, but it collapsed at the time of

the sack of the city. In this place, the Seeing Stones of the North-kingdom were kept for many years: the chief stone that was first in the Tower of Amon Sûl, and the Stone of Annúminas, now both lost to the sea.

Should a companion enter the Dome of Sight, he might recover one of the ceramic tiles that covered the interior of the dome (a great or extraordinary success on a roll of **Search**). Kept as an amulet, the tile confers a bonus of +1 to all rolls made using a Perception skill.

The Tower of Twilight

The westernmost hill of the North Downs is known as the Tower of Twilight. Only the Rangers remember the reason for that name, for there stood of old a fortress called Amon Dûn, the Hill of the West. Proud it stood upon the tallest hill, until it was cast down in ruin at times of war. Legends tell of how the Dúnedain would climb to its highest balcony to gaze far and see in the morning sun the twinkling lights of Lake Evendim and the great capital of Arnor, Annúminas.

What remains today is a tall mound, topped by a perfectly circular ring of close-set blocks of stone. Though weeds and grasses grow freely about the broken tower, they don't touch its smooth stones and do not enter its perimeter. Rangers often stop here in their wanderings, to honour the memory of the capital city of their Northern Kingdom.

New Fellowship Phase Undertaking: Return to Amon Dûn

(Rangers of the North only)

The Rangers of the North visit the Tower of Twilight to look westward upon the far shores of Lake Evendim. Even a brief glimpse of the land where King Elendil the Tall used to live is enough to strengthen the resolve of a Dúnadan.

Ranger companions who returned home for their Fellowship phase may visit Amon Dûn and undertake to Heal Corruption using Travel instead of Craft or Song.

The Greenway and the East Road

There is an old meeting of ways outside the western edge of the village of Bree. At the time of the two kingdoms of the Dúnedain, a great stone road ran from the gates of Fornost Erain to as far as the harbour of Pelargir on the southern borders of Gondor, and another stretched from west to east, connecting the Grey Havens to Rivendell. But with the passage of the centuries even the roads of the Men of the West have fallen into disrepair.

The portion once known as the North Road, is now seldom used and has become overgrown with grass. Its length is interrupted at the ruined city of Tharbad, where the bridge that crossed the river Greyflood is no more. Even in its time of decline, groups of hardy wanderers set foot upon this Greenway, as it is called now, to journey from north to south and back again. The great East Road sees more traffic, as Dwarves from the Ered Luin still embark upon the long journey that takes them east, as far as Wilderland and the Lonely Mountain, and Elves go the opposite way, when they tire of Middle-earth and seek the shores of the Sea.

Wanderers travelling across Eriador cannot find a faster way to cross the land, as even if the country is traversed by many paths, no track cuts distances in a straighter way than the old roads of the kings. But if in need of secrecy, heroes might have to search for a different solution, as travellers on the road are easily spotted, and the Enemy has many eyes. The Greenway and the East Road are considered to be good roads as far as the rules for journeys are concerned (see page 156 of *The One Ring*) but the company suffers a modifier of -2 to its Hunt Threshold (see the rules for Eye Awareness at page 111).

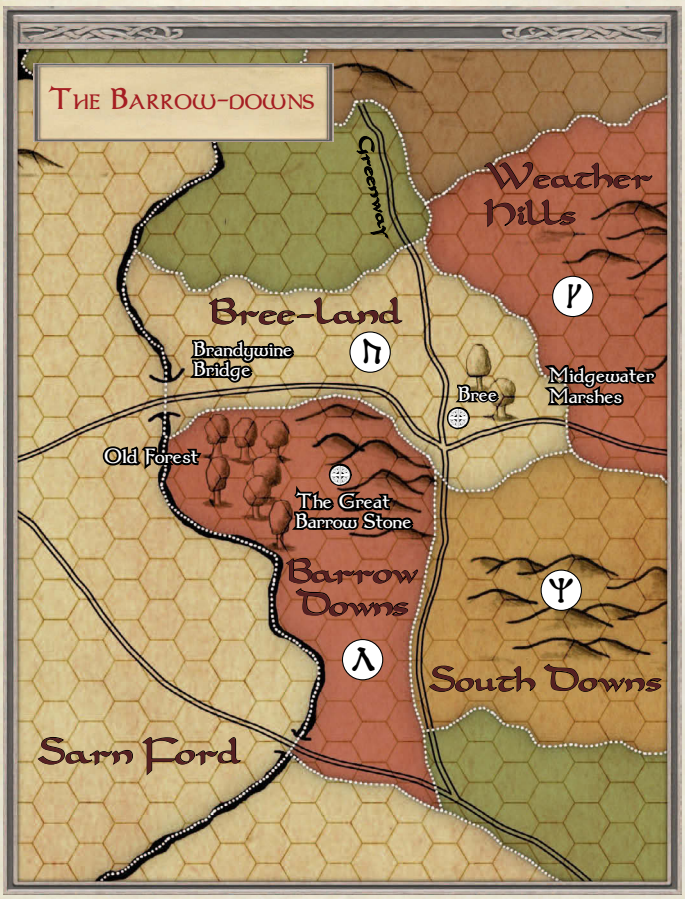
The Barrow-downs

Long shadows reach from the eastern border of the Old Forest to clutch at the fog-shrouded hills known in Sindarin as Tyrn Gorthad and to the Men of Bree simply as the Barrow-downs. Rolling mounds of earth rise and fall, catching clouds of mist in their small valleys.

Many of these mounds have upon their crest large stones that hint at the greater structures that once stood

atop them. These ancient landmarks may have been monuments to noble kings of old, but time and shadow have not been kind to the Barrow-downs and long ages of rain and harsh weather have shaped them into unnatural monoliths whose true purpose is forgotten.

To the north, a steep wall runs along an overgrown dike from east to west, marking the boundary of a kingdom that disappeared long ago. The stonework is still sturdy, but many gaps open along its length of many miles.



Stone doors set into the sides of the larger hills mark the entrance to tombs of dead warriors and chieftains. Men interred their dead here since before the Dúnedain came to the shores of Middle-earth, and their descendants continued to cut the soil to dig underground chambers and corridors for thousands of years. This tradition was honoured by the Men of the West and thus it was preserved in the days of Arnor. Many of their princes and lords were buried here, together with their treasure and favourite gear of war. But it was not their fate to rest in peace – at the time of the war with the witch-realm of Angmar, evil spirits entered the barrows and have dwelt there ever since.

Today, the fog in the Barrow-downs rises in dense patches in the morning, and dissipates slowly in the midday sun only to find a new home upon the top of the hills. This mist makes passage difficult for any traveller, including the Rangers. The eyes of all wanderers are left with only a dead grey wall to gaze upon and sound is buried in its all-consuming blanket.

Hazard Suggestion: Fog on the Barrow-downs (All Companions – Misery)

The great fog banks of the Barrow-downs seem to bend to the will of the restless dead that lie in their great mounds.

The companions have entered a thick fog bank, and they struggle to maintain their bearings. Moreover, voices in the mist confuse them and they risk being separated. All heroes must make an orientation test (roll Explore). Whoever fails the roll is lost, and starts to wander among ruins and standing stones, as a cold wind rises and darkness falls. A full day is spent to reunite the company, and those who lost their way are made Miserable for the rest of the journey. Should the rolls of the companions trigger a Revelation episode (see page 114), all heroes who failed their orientation tests are captured by the Barrow-wights and are taken underground, from where they must be rescued by the rest of the company.

Wildlife

There are few wild creatures within the confines of the Barrow-downs, in spite of the thick grasses that grow upon the hilltops and the aged trees that sometimes grow along its eastern edges. It is almost as though the Barrow-downs devour natural creatures who come to dwell within its borders. Indeed, Rangers and other hearty folk who

cross this land report discovery of the carcasses of deer and other wandering beasts who seem stricken dead by some unknown malady and left to rot.

The only animals that seem to thrive here are vermin and scavengers. Rats are known to hide in the open tombs, and rumours speak of more than one crypt that has become infested with large spiders that flit from shadow to shadow in search of prey.

Carrion birds can be spotted perched upon rocks and barrow stones. Their harsh cries echo between the hills and their unblinking eyes watch closely all those who pass, as if they were waiting for some ill-fate to befall them so that they might find a new meal.

Inhabitants

No men make their homes within the confines of the Barrow-downs. It is seen universally as a place of ill-omen and those forced to travel through this region hasten their steps so that they might pass beyond its borders before the sun fades into the West and darkness fills both valley and sky.

It is said among the Bree-folk that foolish tomb robbers occasionally enter the Barrow-downs, hoping to find ancient and glittering treasure hidden in its graves and hills. Few return and those who do speak little of what they have seen for fear that they may draw the evil that dwells here to follow them beyond its borders.

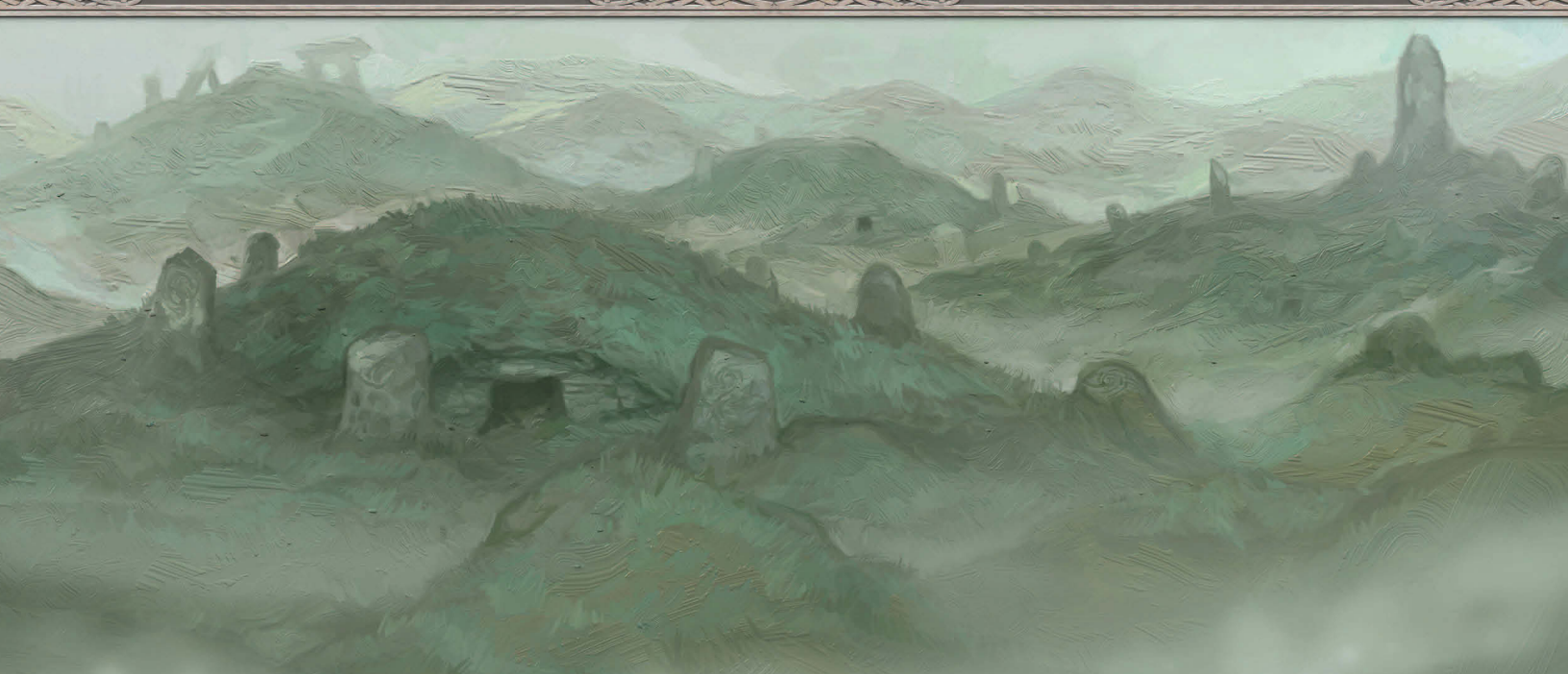
Notable Characters

Mad Ostley

White-haired and wide-eyed, Mad Ostley was named so by the Bree-folk. For years he has travelled into the Barrow-downs seeking treasure and riches, but with each failed excavation he returns to the civilised world a bit more unhinged. In the past few years he has taken to rambling in quiet whispers to himself about "dead kings" and "cold hearts."

While the locals regard him as someone who has "gone cracked looking for trinkets," there is the occasional hint of wisdom in his words. He still journeys out into the Barrow-downs each spring, never returning with anything more than madness in his eyes.

Attribute Level:	3
Specialities:	Old Lore, Tunnelling
Distinctive Features:	Gruff, Hardened, Secretive
Relevant Skills:	Search ♦♦♦, Explore ♦♦
Endurance:	15



The Wight-king

The Wight-king of the Barrow-downs is the chief of all blighted creatures who dwell in that land. Whether he is the corrupted spirit of the last King of Cardolan who was entombed in the Barrow-downs before the Great Plague or the malicious spirit of some fell captain who once served Angmar, none can know for certain, for his name has been lost to the past. Now he dwells in the greatest tomb of the Barrow-downs, where his vile will sets all the lingering dead that dwell there to an evil purpose.

The few who have laid eyes upon the Wight-king describe an ancient skeletal warrior clad in broken armour, bearing a cracked shield and wielding a tarnished black blade. His eyes burn with a frozen light and he moves with the slow certainty of death. By his dark will all dead things of the Barrow-downs are driven forth, a mockery of the armies of Cardolan that once made this realm noble. He is a terrible foe in battle, his very presence spreading corruption, and even the Rangers of the North would not dare face him openly.

He leaves his hidden tomb only under the cover of darkness, though in recent times he has become more restless and driven. None know to what evil task he has now been set, only that he seeks to bring all that was once living or might be slain into his growing army. See the description of the Wight-king in the **New Monsters** chapter, page 81.

Notable Locations

The Great Barrow Stone

Near the Old Forest upon the western edges of the Barrow-downs is a great mound upon which is set a single massive stone. This great pillar is larger than any other in the downs, as is the hill upon which it rests. It is cold to the touch on even the hottest days of summer and legends speak of a curse that has been laid upon it, to plague whoever enters the Barrow-downs with the intention of depredating the dead of their riches. A company passing by the stone sees their Eye Awareness level raised by a number of points equal to the highest Shadow score among all companions (see the rules for Eye Awareness on page 111).

Barrow Tombs

The downs are littered with the tombs of warriors and kings whose names and deeds have long been forgotten by all but the wisest Men and Elves of Eriador. Though some foolhardy plunderers come to these dank burial caves seeking ill-gotten riches, they are often driven away by the unnatural chill that claws at them upon entry or, worse yet, the dark whispers carried upon the wind as it sweeps through the darkness.

Hushed whispers speak of the terrible Barrow-wights, spectral apparitions clad in the mail of those who once ruled this land and wandering in the thick fog. It is said that they seek to claim wayward travellers, to carry them underground to join the dead. Those few who have survived encounters with these fell creatures recall their haunting songs and dead faces and yearn to remember little else. Tales of the Barrow-wights keeps all but the most hearty of travellers from passing through the Barrow-downs. See the description of the Barrow-wights in the **New Monsters** chapter, page 77.

Entering a Barrow

The rumours of treasures hidden in the barrow tombs are not without merit. Indeed it is true that relics and artefacts of the Kingdom of Cardolan can sometimes be found laying beside the bones of those who fell to the Witch-king of Carn Dûm centuries ago. But these tombs are not to be visited lightly, for they are blighted places: those who enter a tomb in the Barrow-downs must make a Corruption test when they first enter and an additional test for every hour they remain within. Those who fail gain 1 point of Shadow. Additionally, entering a tomb with the intention of plundering it for its contents is a Misdeed (see *The One Ring* page 224), worthy of an automatic gain of 3 Shadow points.

Barrow tombs are generally shallow and house only the remains of one long-dead warrior or prince. Legends talk of great mounds that go deep within the earth housing greater corruption and greater treasure. Despite their sinister fame, many barrow tombs have been looted at some time in their long history. Those that are haunted by an evil spirit are more likely to still contain a hoard. A typical barrow may contain between 20 to 100 Treasure, likely to be tainted with Corruption (see page 224 of the *The One Ring*). An ancient hoard guarded by a Wight should have a rating ranging from 50* to 100*. Most extraordinary items uncovered in a barrow hoard by rolling an ◈ will almost certainly be cursed (see Cursed Items on page 100).

Tharbad

Far to the south of Imladris where the Greyflood marks the northern border of Dunland and Enedwaith are the ruins of the city of Tharbad. This town was once a great centre of trade and commerce of the Men of the West, built around a grand stone bridge that crossed the river. Its foundations are what remains of that great work of the Númenórean kings of old, gigantic stones that jut out of the waters of the largest marshlands of Eriador.

This land was abandoned completely not more than fifty years ago, when great floods wrecked the bridge and engulfed the surrounding fields, turning the entire region into one enormous swamp dotted with crumbling buildings atop dwindling mounds.

The Old South Road that once united Gondor and Arnor has disappeared in these lands, and resurfaces only many miles to the north as the grass-covered Greenway – only travellers of great courage and hardihood take that path today. To the east, the delta of the River Swanfleet marks the borders of Eregion, where the Mitheithel and Glanduin unite.

Wildlife

The wild fens around Tharbad are teeming with all manner of birds and beasts. Great birds, long of leg and with sweeping beaks sit upon the shores of the Greyflood and pluck the fish from the waters as they swim by. Swans, white and fair, still nest in the lower reaches of the river for

which they are named, the Swanfleet. Great hares build burrows in the few rising mounds that dot the landscape while the low song of smaller birds can be heard in spring. Of late great black crows have been seen moving in large flocks from Dunland across the river. These crebain build great nests in the few stone ruins of Tharbad and drive out all other creatures.

Inhabitants

There are no fixed settlements in the great fens of Tharbad. The air is still not wholesome enough. But even though this is a forsaken land it is not wholly uninhabited. Wild fishermen and fowlers from Enedwaith sometimes go upriver along the Greyflood in search of fish and birds to catch with their keenly thrown spears. Bands of Dunlendings come north from their own country to waylay both beast and Man who might be found in this region. Few Rangers of the North travel so far south as Tharbad, but when they do they are especially wary of any creature on two legs that might trespass into their territory.

Notable Characters

Kyna

Though the Wild Men of Enedwaith rarely travel inland as far as Tharbad, Kyna is an adventurous young woman. Boasting her desire to fish in "unchallenged waters", she leaves her village for weeks on end to reach the crumbling town. The ruins fascinate her, and she often spends more hours exploring them than tending to her duties as a huntress and fisherwoman for her people. She knows the fens west of Tharbad quite well, better than any other of her kind. Though she is curious regarding the travellers who pass through the realm, she is wary of the many threats that plague the waters surrounding the Greyflood.

Attribute Level:	4
Specialities:	Fishing, Hunting
Distinctive Features:	Curious, Eager
Relevant Skills:	Athletics ♦♦, Explore ♦♦, Spear ♦♦♦
Endurance:	18

Bradan

Young and eager to prove himself, Bradan is a young scout from Dunland, known among his tribemates as a man whose long stride and quick feet has led him far and wide across his homeland. Having recently come into manhood, Bradan has been charged by his chieftain with the exploration of the lands north of the borders of Dunland.

Though he speaks only a few words in the Common Speech, Bradan is curious when he encounters strangers.

Typically, he observes them from a distance and retreats if he falls under their gaze. Bradan doesn't know why his chieftain is seeking news from the north, though he suspects that his lord is reporting to a greater, unknown master.

Attribute Level:	5
Specialities:	Beast-lore, Herb-lore.
Distinctive Features:	Keen-Eyed, Swift.
Relevant Skills:	Athletics ♦♦, Travel ♦♦, Awareness ♦♦, Spear ♦♦
Endurance:	19

Notable Locations

The Crossing of Tharbad

No one but the Wise might guess that the devastated marshland surrounding the ruins of the stone bridge could once be a thriving city of Men. Few birds or beasts draw near these abandoned buildings and a heavy mist hangs between broken towers and collapsing walls on all but the brightest of summer days. Folk say that treasure can still be found beneath the murky waters where wide streets and roads once ran, but none can say for certain. Those who brave this abandoned place risk their own lives, for deadly creatures are believed to dwell in the dark places of Tharbad, guarding submerged piles of old gold.

Braving the Ford

All those who travel along the great South Road must attempt the crossing of the river here. But it is no easy task. This is a prolonged action, requiring each crossing hero to pass 6 rolls of Athletics with TN 18. A companion with the Swimming speciality may either invoke his Trait to succeed in the entire prolonged action for himself, or he may help the other companions, effectively lowering the difficulty to TN 14 (but now he also will have to pass the 6 Athletics rolls). A character failing a roll of Athletics while crossing the ford falls in the murky waters and loses 5 points of Endurance (see the rules for Drowning, page 184 of *The One Ring*).

The ruins of the great bridge are the most impressive sight in all Tharbad. A monumental work, the bridge was so large that it is said that the High King of the Elves, Gil-galad, marched the whole of his army across it. Now, its stone remains form a treacherous ford, with jagged pillars poking from mired waters and cracked blocks of marble providing unstable stepping stones. The crossing would be impassable if the wide river had not been slow and shallow here.

The Swanfleet

Where the Mitheithel and Glanduin rivers meet, they form a wide angle of marshland known as the Swanfleet for the graceful birds found there. East of the meres and eyots of this land of reeds is a fall of waters, its spray contributing to the heavy mists that veil the land around Tharbad. It is said that before it was finally abandoned, many of the merchants of that town found caves winding deep beneath these falls and there they laid their gold, hoping that they would one day return and reclaim their precious things.

Now, no one knows where these caves are, and stories tell of a great monster that dwells in the pools where the waters of the Greyflood and Glanduin mingle, ready to hunt those treasure-hunters that would dare to venture too close to its lair.

- new monsters -

Powerful Adversaries

"Fly! This is a foe beyond any of you."

There may be times when the Loremaster needs to pit the company against an enemy that is stronger than a common creature of its race, be it because it is an important character for the plot, a recurring enemy or simply because the heroes have reached such a high level of power that they risk defeating any threat they face without effort. In such cases the Loremaster may apply the rules for *Powerful Adversaries*. This chapter contains special abilities that can be granted to any creature, supplementing its normal characteristics. These abilities are meant to describe the capabilities of an individual of superior stature; a direct servant of Sauron, a creature empowered by sorcery, the last of an ages-old species, the recipient of a special training. While normally limited to 1, the Loremaster might bestow 2 enhancements or more to a single creature.

Enhancements

The following abilities augment a characteristic that a creature already possesses. Most require that the Loremaster selects one specific feature of a creature to enhance it.

Battle-hardened

Raise the Parry rating of the creature by a number of points equal to its Attribute level.

Deadly

Reduce the Edge rating of the creature's main weapon by 2.

Driven

Choose one special ability possessed by the creature that requires the expenditure of Hate. That ability can now be used for free once each round.

Formidable

Choose one type of roll, among one of the attack forms available to the creature or its Protection roll: the creature rolls the Feat die twice and keeps the best result whenever he makes that type of roll.

Greater

Double the Endurance score of a creature with an Attribute level up to 5. If a creature has an Attribute level of 6 or more, add to its Endurance a number of points equal to twice its Attribute level.

Skillful

Raise the rating of all the Weapon skills possessed by the creature by 1 rank each.

Trained

Choose one characteristic of a creature and make it favoured (choose 1 among Armour, a Common skill, or a Weapon skill).

Powerful Special Abilities

The following abilities describe all-new special powers for monsters, different from any attributed to other creatures before. If the Loremaster decides to add one of these to an existing monster, he should probably create a suitable background motivation for the unprecedented level of prowess, even more than what is required for an enhancement.

A number of creatures presented in the Monsters of Eriador section make use of some of the abilities presented herein (in *italics* in the individual descriptions of the creatures).

Cruel Stroke

If the creature's attack has just hit producing a Piercing blow, reduce its Hate point score by 1 point to raise the weapon's Injury rating by a value equal to the creature's Attribute level.

Deadly Elusiveness

This creature can only be engaged in Close combat by a hero in Forward stance.

Fearsome

The creature must spend 1 point of Hate at the beginning of each combat round to activate this ability. If the ability is active, the creature may be attacked only by companions who passed a Valour test (TN 10 + Attribute level of the creature).

Great Might
All attack rolls aimed at the creature not scoring a ᚠ see the quality of their results reduced by one level: a success becomes a miss, a great success becomes an ordinary success, an extraordinary success become a great result.

Reckless Hate
The creature may spend 1 point of Hate to recover a number of Endurance points equal to its Attribute level (up to its maximum Endurance rating).

Wicked Cunning
The creature must spend 1 point of Hate at the beginning of each combat round to activate this ability. If the ability is active, when the creature is attacked add to its Parry rating a value equal to the basic TN of the attacking hero's chosen Combat Stance.

Additional Special Abilities
The monsters descriptions contained in this chapter introduce several new special abilities. The rules governing their application are summarised here for convenience's sake, along with the descriptions of the special abilities concerning the Ringwraiths (presented also in *The Darkening of Mirkwood*).

The abilities presented here appear in *italics* in the individual descriptions of the creatures.

Black Breath
Anyone who approaches a Nazgûl must immediately make a Corruption test with TN 10 plus the highest Attribute level among the Nazgûl, plus 1 for every Ringwraith present. A companion who fails the roll gains 1 Shadow point and falls unconscious.

A successful **Healing** roll revives the character. Upon awakening, the character is confused and is temporarily Miserable until able to rest for a prolonged time in a safe place. If the Corruption test fails with an ᛟ then the companion has been stricken by the Black Shadow (see text).

Additionally, once per turn a Nazgûl can force a companion to make a new Corruption test for the Black Breath by reducing its Hate score by 1 point.

The Black Shadow
A victim of the Black Shadow remains unconscious for a number of days equal to the Attribute level of the highest-rated Ringwraith the character faced when he was exposed to the Black Breath. For each of these days, the sick character must pass a Corruption test (TN 16) or gain 1 point of Shadow; reduce the TN to 14 if the hero is assisted with a successful Healing roll. Should a stricken hero's Shadow rating overcome his Hope score during the malady, then the character slips into ever deeper dreams and then dies. If the hero resists for the length of the malady, he finally overcomes his sickness and wakes up (but maintains the new Shadow score).

Black Dread
When forced to make a Fear test in the presence of such a creature, a companion rolls the Feat die twice and keeps the worst result.

Darker than the Darkness
The creature summons a supernatural darkness. Reduce the creature's Hate point score by one to force all companions to make a Wisdom test (TN 14). Those who fail cannot penetrate the darkness and are considered to be *severely hindered* in combat (TN -4 when attacked, TN +4 when attacking). Torches or other sources of light do not help.

Deadly Voice
The dreadful voice of the Nazgûl can cow the hardiest of hearts. Reduce a Ringwraith's Hate point score by one to make a companion who failed a Fear test and thus was daunted to additionally become temporarily Weary. The effect ends when the companion leaves the presence of the Ringwraith.

Dwimmerlaik
A companion who hits a Ringwraith for a Piercing blow using a close combat weapon must immediately make a Valour test: if the roll fails, the weapon used to strike the Nazgûl breaks into many shards, and the hero loses a number of Endurance points equal to the Attribute level

of the Ringwraith. (Note that a Piercing blow scored using a weapon not wrought for the bane of Mordor cannot wound a Nazgûl, but will break nonetheless).

Additionally, the character is considered to have been exposed once again to the Black Breath, and then must pass another Corruption test.

Visions of Torment

Reduce the creature's Hate point score by 1 to make a companion who failed a Fear test and thus was daunted to additionally lose a number of Endurance points equal to twice the Shadow score of the hero (to a minimum of 2).

Weak Spot

Whenever the creature attempts a called shot or spends 1 point of Hate to use a special ability, it exposes its weak spot for enough time for companions to target it with their next attack: when hit with a Piercing blow on its weak spot, the creature rolls a reduced number of dice (indicated on the monster's description as a value marked with an asterisk).

Words of Power and Terror

A powerful sorcery, it is employed when a player announces the expenditure of Hope points to invoke an Attribute bonus, or to trigger a Virtue. Reduce the Hate point score of the creature by an equal number to cancel the effect desired (the Hope points required by the player are lost anyway).

Monsters of Eriador

From the barren lands of old Arnor to the forsaken paths of Eregion, the land of Eriador is home to dozens of dangerous denizens. The following pages present an array of fearsome adversaries, worthy opponents for a company of experienced adventurers.

Some of the creatures described make use of the extraordinary special abilities provided in the previous pages for the creation of Powerful Adversaries. A few others possess totally unique capabilities, described in full in their individual entry.

Bloodstump the Hunter

Bloodstump was the Hill-Troll Chief responsible for killing the Chieftain of the Dúnedain, Arador, the grandfather of Aragorn. He wields a terrible weapon, a dark gift from an invisible master...

Attribute Level	
8	
Endurance	Hate
95	10
Parry	Armour
7	4d
Skills	
Personality, 3	Survival, 3
Movement, 2	Custom, 1
Perception, 2	Vocation, 3
Weapon Skills	
Great Black Mace	4
Bite	2
Special Abilities	
Cruel Stroke	Hatred (Rangers of the North)
Great Size	Horrible Strength
Hideous Toughness	

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Great Black Mace*	8	10	14	Break shield
Bite	5	8	14	-

**Notes: The main weapon of Bloodstump is the great black two-handed mace he found under Mount Gram. This weapon gives him the Cruel Stroke special ability (see page 67).*

Dreorg the Wargling

Dreorg the Wargling was once one of the Hill-men living in the vale of Gundabad, to the east of the Misty Mountains. To escape death, his spirit fled his form and entered that of a particularly large, savage Warg.

Warg Leader

Dreorg is always accompanied by the most cruel wolves of his pack: at least three Wolf Leaders (see page 247 of *The One Ring*). Additionally, Wolves led by Dreorg do not suffer the effects of the *Fear of Fire* special ability.

Dreorg the Wargling:

Attribute Level	
5	
Endurance	Hate
20	8
Parry	Armour
7	3d
Skills	
Personality, 3	Survival, 3
Movement, 3	Custom, 1
Perception, 2	Vocation, 3
Weapon Skills	
Ravenous Maw	3
Rend	2
Special Abilities	
Commanding Voice	Great Leap
Savage Assault	Strike Fear

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Ravenous Maw	Att. Level	10	18	Pierce
Rend	Att. Level		14	-

Ettins

"Yes, I am afraid trolls do behave like that, even those with only one head each."

Ettins are some of the oldest of Troll-kind, barely distinguishable from huge piles of rock. They exhibit abnormal features now lost to the Stone-Trolls, like having four arms, or two heads growing side-by-side from their shoulders.

Ettins:

Attribute Level	
6	
Endurance	Hate
76	7
Parry	Armour
6	3d
Skills	
Personality, 1	Survival, 1
Movement, 0	Custom, 0
Perception, 3	Vocation, 0
Weapon Skills	
Crush	3
Tear	2
Special Abilities	
Great Size	Seize Victim
Horrible Strength	**Two-Headed*** or **Four-armed****

***Two-headed** Ettins are much harder to catch unawares. Whenever a hero attempts to ambush it must roll their Feat die twice on their **Battle**, **Hunting** or **Stealth** test, taking the lower of the two rolls. In addition, all **Stealth** tests made to slip past an Ettin unaware are increased by +2 TN.

****A Four-armed** Ettin employing *Seize Victim* can seize up to two targets, or hold on to one target and still be able to attack using its main form of attack.

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Crush	Att. Level		12	-
Tear	Att. Level		16	-

Goblins of Carn Dûm

A small, vicious breed of Orcs still inhabit the ruins of Carn Dûm. There they hide, when they don't prowl the land with war-bands led by warriors of the Hill-men of Rhudaur, who profit from the Goblins' abilities as scouts and look-outs. The Goblins both hate and fear those who defeated their master, the Dúnedain and the High Elves of Rivendell.

Mixed War-bands

If a group of adversaries includes both Goblins of Carn Dûm and Hill-men of Rhudaur, then the Goblins are emboldened (they are not considered *Craven* any more), and the difficulty to ambush the war-band is raised to TN 18.

Goblins of Carn Dûm:

Attribute Level	
2	
Endurance	Hate
10	2
Parry	Armour
3	2d
Skills	
Personality, 1	Survival, 2
Movement, 3	Custom, 1
Perception, 3	Vocation, 1
Weapon Skills	
Broad-bladed sword	2
Bow of Horn	1
Special Abilities	
Craven	Hatred (Dúnedain)
Hate Sunlight	Hatred (Elves)

Weapons:

Weapon Type	Damage	Edge	Injury	Called Shot
Broad-bladed sword	5	10	14	Poison
Bow of Horn	4	10	12	Poison

Hill-men of Rhudaur

On some... (hills) were old castles with an evil look, as if they had been built by wicked people.

Cruel warriors once serving the Witch-lord of Angmar, they were much reduced in numbers, but they still inhabit the land once ruled by their king. They received many gifts of sorcery, and have not forgotten their allegiance.

Mixed War-bands

If a group of adversaries includes both Goblins of Carn Dûm and Hill-men of Rhudaur, then the Goblins are emboldened (they are not considered *Craven* any more), and the difficulty to ambush the war-band is raised to TN 18.

Hill-men of Rhudaur:

Attribute Level	
4	
Endurance	Hate
18	3
Parry	Armour
5	2d
Skills	
Personality, 1	Survival, 3
Movement, 3	Custom, 2
Perception, 2	Vocation, 2
Weapon Skills	
Orc-axe	3
Spear	2
Special Abilities	
Hatred (Dúnedain)	**Raven Spirits****
Dreadful Spells*	

**Curse of the Hill-men:* A hero who fails the Corruption check (TN 16) loses 1 point of Hope every time he makes a roll and produces an eye result. The curse lasts until sunrise or sundown.

***Raven Spirits:** Rumours say that when a Hill-man dies his spirit returns as a raven, to watch over his folk and spy on his dark master's foes. No one knows for certain if their sorcery is still so strong, but when the Hill-men are about, the ravens are never far away... When a first Hill-man dies in combat, a flock of ravens swoops down on the battlefield. When this happens, all companions are subject to the effects of the Bewilder special ability (the Parry rating of all companions is reduced to the basic combat TN of their chosen stance) for the length of 3 rounds of combat.

Weapons:

Weapon Type	Damage	Edge	Injury	Called Shot
Orc-axe	5	eye	16	Break shield
Spear	5	9	14	Pierce

Orcs of Mount Gram:

Attribute Level	
4	
Endurance	Hate
14	4
Parry	Armour
3+1 (buckler)	3d
Skills	
Personality, 3	Survival, 2
Movement, 2	Custom, 1
Perception, 2	Vocation, 1
Weapon Skills	
Bent sword	2
Spear	2
Special Abilities	
Craven	Hatred (Hobbits)
Hate Sunlight	

Orcs of Mount Gram

The Orcs of Mount Gram have a long memory of their defeat at the hands of Bullroarer Took and fiercely hate all Hobbits, relentlessly attacking a company that includes one. The secret visits of the Wraith-lord to Mount Gram has fueled their hatred and has apparently made them more independently ambitious than others of their ilk. As an unforeseen side-effect, the Orcs of Mount Gram frequently conspire against their neighbours, and dream of carving out a kingdom of their own in the North. This power-mongering tendency might lead a cunning chieftain like Radgul to exploit their war against the Dúnedain, for example by 'accidentally' leading a Ranger patrol to the location of a rival Orc settlement...

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Bent Sword	4	10	12	Disarm
Spear	4	9	12	Piercing

The Queen of Castle Hill

Rine, the self-proclaimed Queen of Castle Hill, is a huge solitary Stone-Troll with fists like boulders and a mind more cunning than most of her kind. Her weakness might lie in the excessive trust she puts in her improvised coat of armour...

The Queen of Castle Hill:

Attribute Level	
7	
Endurance	Hate
80	6
Parry	Armour
6	3d/1d*
Skills	
Personality, 3	Survival, 2
Movement, 2	Custom, 2
Perception, 2	Vocation, 3
Weapon Skills	
Club	4
Smash	2
Special Abilities	
Great Size	Horrible Strength
Hatred (Dwarves)	*Weak Spot*

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Club	6	10	14	-
Smash	Att. Level		12	Knock-down

Knockdown: the target has been knocked down by a blow. A character who is knocked down cannot choose to be 'knocked back' to lessen the impact of the blow. A character who has been knocked down cannot change stance and will spend his next round recovering his fighting position, unable to take any further action that turn.

Radgul the Orc-Chief

Radgul is the chieftain of the Orcs of Mount Gram, a wily, scarred old Orc with ambitions on the throne of Mount Gundabad and the cunning and patience to achieve his goals.

Radgul the Orc-Chief:

Attribute Level	
6	
Endurance	Hate
35	9
Parry	Armour
6 + 3 (great shield)	4d
Skills	
Personality, 4	Survival, 3
Movement, 2	Custom, 2
Perception, 3	Vocation, 2
Weapon Skills	
Orc-axe	4
Spear	2
Special Abilities	
Commanding Voice	Horrible Strength
Great Size	Hatred (Hobbits)

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Orc-axe	5		16	Break shield
Spear	4	9	12	Pierce

Concerning the Undead

"Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him."

Many undead horrors haunt the lonely lands of old Arnor, in the shadow of the darker woods, and under the still waters of rotting marshes. Some are simply what remains of the ill-will of evil Men and proud Elves; others were minions of the King of Angmar, sent to infest barren hills and lonely barrows; others more are the restless souls of chieftains and warriors who fell prey to evil curses.

The next section highlights the differences between the various types of undead creatures that the companions might one day (or night!) encounter during their adventuring. While the details are left to the individual monster descriptions, the following text may help the Loremaster greatly in distinguishing them, and let him design his own undead adversaries.

The Loremaster be warned though! While precise definitions are generally something to be desired in a game, sometimes they provide an explanation to things that should remain inexplicable, robbing a legendary world of its mystery. Keeping a level of uncertainty and providing only glimpses of a world that defies understanding goes a long way in preserving a sense of wonder in those who take part in the game.

Walking Dead

These monsters do not have much in common with the other undead creatures, as they are the product of some dark enchantment, and do not have a spiritual component. The walking dead are the bodies of the dead that have been reanimated by sorcery.

In game terms, their characteristics vary wildly, based possibly on how old the reanimated remains are, and how much power have been infused in them. Generally, the walking dead are destroyed instantly if their source of power is undone (for example, the sorcerer who reanimated them is killed).

Typical Special Abilities: Unnatural Vitality, Strike Fear.

Examples of the Walking Dead include the Undead Warriors from Tales from Wilderland, *and the Bog Soldiers described on page 78.*

Wights

Wights are evil spirits that directly inhabit the remains of the deceased. As they control a body, their physical manifestation can be harmed normally, but their spiritual possession makes them much more resistant to injury and gives them several powerful abilities.

In game terms, a Wight generally possesses an enhanced Endurance score and Armour rating. When its body is

destroyed (its Endurance is reduced to 0 or it is Wounded once), the creature is defeated but the spirit is unharmed, and flees to find some other barren place to haunt.

Typical Special Abilities: Craven, Denizen of the Dark, Dreadful Spells, Fear of Fire, Fell Speed, Strike Fear.

Example of Wights include the Night-wight from Tales from Wilderland*, the Wood-wights from* The Heart of the Wild *and* The Darkening of Mirkwood*, and the Barrow-wights on the opposite page.*

Wraiths

Creatures possessing the *Wraith-like* special ability are similar to the Nazgûl, as they once were living beings who were consumed by sorcery or by another malevolent power. They are now undead, and live in both the living world and the wraith-world. Unlike the Ringwraiths, these lesser wraiths have only a physical shape, albeit partially faded and thus resistant to harm.

Typical Special Abilities: Denizen of the Dark, Fear of Fire, Strike Fear, Unnatural Vitality, Wraith-like.

The Fell Wraiths included in this book are an example of Wraiths.

Ghosts

The *Ghost-form* special ability defines once-living beings that do not have a physical body any more, but that are still able to affect the world of the living in some way. They may be the manifestation of restless souls of dead Men or faded Elves, still trapped in the circles of the world by some strong obligation, like a broken oath or an unfulfilled promise.

Typical Special Abilities: Black Dread, Ghost-form, Strike Fear, Thing of Terror.

Spectres on page 80 are an example of Ghosts, as are the Dead Men of Dunharrow from the forthcoming Horse-lords of Rohan *supplement.*

Special Abilities of the Undead

The following special abilities define the various undead creatures.

Unnatural Vitality

If the creature is wounded or is brought down to 0 Endurance, it is not defeated and continues fighting by reducing its Hate point score by 1 point at the start of each combat round. If at the beginning of a round the creature is found without Hate points, and at 0 Endurance or Wounded, it is destroyed.

Wraith-like

The body of a Wraith-like creature is more resilient to harm. The creature can be Wounded only by weapons possessing Enchanted Qualities (all other weapons cause loss of Endurance normally, but cannot Wound the creature).

Ghost-form

The creature is incorporeal and partially, if not completely, invisible. It cannot normally harm nor can be harmed physically by the living. In game terms, a ghost attacks its adversaries using special abilities, often fueled by its Hate score. Whenever its Hate score is reduced to zero, a ghost disappears, only to manifest itself again at the next sunset, its Hate score fully replenished.

Weapons that do not possess Enchanted Qualities cannot inflict any Endurance loss, nor can they wound the creature. Magical weapons may damage and Wound the creature normally, but count as normal weapons (ignore all their Qualities). A magical weapon enchanted with

The Nazgûl

The Ringwraiths are a superior form of undead, created by the sorcery of Sauron himself and the corrupting influence of the Ruling Ring. As a consequence, the power of their Master is in them, and they cannot be easily destroyed. This is why in game terms when a Ringwraith appears in its Dark Undead form it can only be truly harmed by "weapons especially wound with spells for the bane of Mordor" (a type of Bane that is not easily encountered), and they cannot be attacked at all when Unclad and Invisible.

spells for the Bane of the Undead is fully effective (apply all its Qualities normally).

If attacked by a weapon capable of harming it, a ghost is defeated when reduced to 0 Endurance or when Wounded once.

Barrow-wights

Barrow-wights walked in the hollow places with a clink of rings on cold fingers, and gold chains in the wind.

Sent to the hills of Tyrn Gorthad by the sorcery of the Witch-king of Angmar to plague his enemies in the wars against Arnor, these restless spirits still rise from their tombs under the dreaded Barrow-downs. Known as the Barrow-wights, they are drawn by the life and warmth of those unfortunate travellers who are lost in the trackless region.

They strike from the cover of thick mists, or under the cloak of night, seeking to subdue their prey with their spells and take them into their barrow tombs. There, the victims are sacrificed in a twisted ceremony that harkens back to their once-noble lives, for the corruption of Angmar lingers on even beyond death and the passage of time.

Barrow-wight:

Attribute Level	
4	
Endurance	Hate
54	6
Parry	Armour
4	2d
Skills	
Personality, 2	Survival, 1
Movement, 3	Custom, 1
Perception, 2	Vocation, 2
Weapon Skills	
Ancient Sword	3
Chilling Touch	1
Special Abilities	
Hate Sunlight	Dreadful Spells*
Denizen of the Dark	Strike Fear

Wight Song:* Barrow-wights chant a low, chilling song to subdue their foes with the dark enchantment of their voice. A hero who fails a Corruption check (TN 16) due to Dreadful Spells first finds himself separated from the rest of the company, and then falls into a deep slumber and is considered unconscious. Sleeping companions are dragged into the Wight's barrow to be sacrificed; if found in time, they may be roused with a successful **Healing roll.

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Chilling touch*	Att. Level		18	Pierce
Ancient sword**	6	10	14	Disarm

* The cold, bony hands of the Barrow-wights grasp at exposed flesh – often the neck or face – and send an unnatural chill up that leaves their foe frozen to the very centre of their being.

** These ancient, pitted blades are still sharp and dangerous, their blows often stinging with an unnatural cold.

Bog Soldiers

...so utterly was Angmar defeated that not a man nor an orc of that realm remained west of the Mountains.

Beneath the bogs of the Ettenmoors lie the bodies of the Witch-king's rearguard, withered and stained black by the foetid muck but recognisable still, even though a thousand years have passed. On dark, moonless nights, dozens of undead soldiers rise again from the silent waters.

Bog Soldiers:

Attribute Level	
3	
Endurance	Hate
12	3
Parry	Armour
3	2d
Skills	
Personality, 0	Survival, 1
Movement, 2	Custom, 0
Perception, 1	Vocation, 0
Weapon Skills	
Claws	2
Short Sword	2
Special Abilities	
Strike Fear	*Unnatural Vitality*
Seize Victim*	

*A Bog Soldier who has seized a companion will attempt to drag him into the muck. Each following combat round, the seizing Bog Soldier may attempt a Movement roll in place of attacking with its secondary weapon. The TN is equal to 10, plus the Body score of the victim. If the roll succeeds, the hero has been dragged into the muddy waters and is considered *severely hindered* (TN -4 when attacked, TN +4 when attacking).

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Short sword	5	10	14	Disarm
Claws	Att. Level	9	12	-

Fell Wraiths

"...you would have become like they are, only weaker and under their command. You would have become a wraith under the dominion of the Dark Lord..."

It is said that many who died in the wars against Angmar fell victim to the Black Shadow, the terrible illness spread by the Nazgûl. But many others did not perish, and were slowly consumed by it instead. Condemned to a perpetual anguish by the sorcery of the Ringwraiths, they are still today their slaves, pale reflections of their dark masters, always intent at spreading darkness and corruption at their command.

Fell Wraiths appear as crooked wanderers, roaming among ancient ruins and the sites of forgotten battles. They are generally wrapped in cloaks to hide their spectral features; their flesh is almost transparent, and their eyes seem to glow like embers. If encountered in the hours of twilight, they may pass as Men, as they can speak, even if with an unusual hissing voice and strange accents. Fell Wraiths carry old weapons and battered shields, relics from an age of strife they employ to deadly effectiveness.

Fell Wraiths:

Attribute Level	
4	
Endurance	**Hate**
35	6
Parry	**Armour**
5 + 2 (shield)	2d
Skills	
Personality, 2	Survival, 0
Movement, 4	Custom, 1
Perception, 3	Vocation, 3
Weapon Skills	
Pitted blade	2
Cruel spear	2
Special Abilities	
Denizen of the Dark	*Unnatural Vitality*
Fear of Fire	*Wraith-like*
Strike Fear	-

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Pitted blade	4	10	12	Disarm
Cruel spear	4	9	12	Pierce

Spectres

There they stood silent, hardly to be seen, save for a red gleam in their eyes...

Not all the spirits that tarry in Middle-earth are bound to the service of Sauron, yet all feel the pull of his will. Powerful and strong-willed Men or Elves who died while pursuing acts of passion and great pride are often so consumed by their obsessions that they can linger on after death, haunting places they once used to love or inhabit.

Spectres are restless spirits that, while not violent in nature, sow sorrow and despair, seeking the lamentation of others in regret for their own misdeeds. They manifest only in the dead of night, and never far away from their haunting places. Their apparitions are said to intensify at times of great unquiet and coming death.

Spectres:

Attribute Level	
4	
Endurance	Hate
28	6
Parry	Armour
5	2d
Skills	
Personality, 3	Survival, 1
Movement, 4	Custom, 3
Perception, 3	Vocation, 2
Weapon Skills	
None (incorporeal)	
Special Abilities	
Ghost-form	Strike Fear
Dreadful Spells*	*Visions of Torment*

**Grieve:* A hero who fails a Corruption check (TN 16) due to Dreadful Spells experiences a harrowing sorrow, causing him to gain an additional number of Shadow points equal to the creature's Attribute level. If the check failed producing an , then the companion is also Wounded, as an old injury reopens as if inflicted at that very moment.

The Wight-king

Cold be hand and heart and bone,
and cold be sleep under stone:
never more to wake on stony bed,
never, till the Sun fails and the Moon is dead.
In the black wind the stars shall die,
and still on gold here let them lie,
till the dark lord lifts his hand
over dead sea and withered land.

It is said that a spirit so great and terrible dwells in the greatest mound of the Barrow-downs. Clad in ancient armour that has been pitted and ruined with age, he wields a broken blade with skeletal hands. All who look upon him know ruin and it is said that none who have fallen under his gaze are ever free from nightmares and restless slumber. He is said to wander between the fog banks of the downs at night, searching for lost travellers to take with him into his grand mound so that they might kneel forever before his subterranean throne.

The Wight-king:

Attribute Level	
6	
Endurance	Hate
74	12
Parry	Armour
7 +1 (Buckler)	2d
Skills	
Personality, 5	Survival, 2
Movement, 4	Custom, 4
Perception, 3	Vocation, 3
Weapon Skills	
Ancient Sword	3
Chilling Touch	3
Special Abilities	
Black Dread	Denizen of the Dark
Hate Sunlight	Dreadful Spells*
Darker than the Darkness	Thing of Terror

The Wight-king Song:* The Wight-king sings a song composed of sad but horrible sounds, with a voice that seems far away and dreary, as if it was rising from the ground. A hero who fails a Corruption check (TN 20) due to Dreadful Spells first finds himself separated from the rest of the company, and then falls into a deep slumber and is considered unconscious. Sleeping companions are dragged into the Wight-king's barrow to be sacrificed; if found, they may be roused with a successful **Healing roll.

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Chilling touch*	Att. Level		18	Pierce
Ancient sword**	6	10	14	Disarm

* The cold, bony hands of the Wight-king grasp at exposed flesh – often the neck or face – and send an unnatural chill up that leaves their foe frozen to the very centre of their being.

** These ancient, pitted blades are still sharp and dangerous, their blows often stinging with an unnatural cold.

The Lord of the Nazgûl

The third was taller than the others: his hair was long and gleaming and on his helm was a crown. In one hand he held a long sword, and in the other a knife.

The Lord of the Nazgûl is the chief lieutenant of Sauron, the most terrible among his servants and his most trusted follower. He was once a king of Men, learned in the dark arts of sorcery. He received a Ring of Power from the hand of Sauron himself, and was enslaved by it, until he became one of the Nine Ringwraiths.

As the Witch-king of Angmar he brought ruin upon Eriador, waging a relentless war against the North-kingdom of Arnor. His actions and machinations ended the royal line of Gondor, and forced the line of Isildur into hiding and exile. The Witch-king disappeared from the North after the battle of Fornost, when the armies of Angmar were finally routed by an alliance of Elves and Men from Gondor.

After the return of Sauron to Mordor in the year 2951, the Wraith-king dwells in his stronghold of Minas Morgul, with five companions. There he waits upon his Lord's commands.

The Wraith-lord

The Chieftain of the Ringwraiths rarely leaves his fastness in Morgul Vale. When he does, he generally travels in a form that is invisible to the eyes of the living, a rumour of darkness.

The Lord of the Nazgûl when Unclad and Invisible

When unclad and unmounted, the Morgul-lord can be seen only if he chooses to reveal his burning eyes, evoking terror in all living thing.

- The Lord of the Nazgûl gains the *Black Dread* special ability (see page 68).

In this form, the Nazgûl-lord cannot attack or be attacked physically, but may target enemies using other special abilities (the stats corresponding to weapon attacks and special abilities requiring a physical form are ignored when the Lord of the Ringwraiths is unclad).

The Witch-king

The former ruler of Angmar, the Witch-king has at times paid a visit to his ancient realm, travelling as far north as to the ruins of his own fortress, Carn Dûm, and the Orc-stronghold of Mount Gram.

The Lord of the Nazgûl as Dark Undead

When in Carn Dûm, the Lord of the Nazgûl may manifest himself once again clad in the guise of the Witch-king of Angmar: a tall, kingly warrior, black-robed and black-masked, wielding a long sword of steel.

- If engaged in combat, the Witch-king suffers damage normally, but is not defeated if reduced to 0 Endurance. Instead, the Chieftain of the Nazgûl loses half his current Hate and becomes Craven (he flees if reduced to 0 Hate).

- The Lord of the Nazgûl cannot be Wounded except by weapons especially wrought with spells for the Bane of Mordor. Also, he isn't defeated if Wounded once. If the Morgul-lord is both Wounded AND reduced to 0 Endurance he vanishes with a shrill wailing.

The Black Captain

The Nazgûl are fearsome opponents, but they are made even more formidable when encountered together with their Chieftain. In gaming terms, the Attribute bonus of all Ringwraiths is raised by 2 points when their Black Captain is present.

Special Abilities of the Lord of the Nazgûl

The list of special abilities of the Lord of the Nazgûl represents the arsenal of dark sorcery and powers available to the main servitor of Sauron before the War of the Ring. While already extensive, the Black Captain's capabilities will be greatly enhanced by his mentor in later years, as the Dark Lord puts him in charge of the Quest for the Ring, and later at the head of the vast armies to be unleashed at the conquest of the Free Peoples.

Powers of the Lord of the Nazgûl	
Black Breath	Denizen of the Dark
Deadly Voice	Thing of Terror
Dreadful Spells (see right)	*Words of Power and Terror*
Only as the Witch-king:	
Commanding Voice	*Great Might*
Dwimmerlaik	Horrible Strength
Fear of Fire	Savage Assault

*The TN for all Fear tests provoked by the Lord of the Nazgûl is equal to 18, plus 1 for every additional Ringwraith present.

Dreadful Spells of the Lord of the Nazgûl

"A great king and sorcerer he was of old, and now he wields a deadly fear."

The Lord of the Ringwraiths is also known as the Lord of Morgul, not only because he is the master of Minas Morgul, but also because he possesses great power as a black sorcerer.

When the Lord of the Nazgûl uses Dreadful Spells, the Loremaster chooses between a spell of *Prohibition* and the *Shadow of Fear*. (Note that the *Shadow of Fear* spell is more appropriate to be used on Loremaster's characters, or on players much oriented to storytelling...). The TN for all Corruption tests is 18.

Prohibition: The targeted hero is stricken dumb and loses his next action. If the hero failed the roll with an , then the hero loses his action and the weapon he was wielding breaks into many pieces; a weapon with Qualities or Enchanted Qualities does not break, but falls from the companion's nerveless grip.

Shadow of Fear: The Lord of the Nazgûl may lay this spell upon a Man, Hobbit or Dwarf to make him an agent for the Shadow. He may employ it multiple times to seed a region he has set his aim upon with spies and informants. The spell lasts for up to two months (a number of weeks equal to the Attribute level of the Lord of the Nazgûl).

A spellbound agent tries to accomplish what the Lord of the Nazgûl commanded him to do out of great fear (usually to report information or to carry out a single task) but is generally loathe to do it or is otherwise nervous about it.

A victim of the Shadow of Fear can be snapped out of the spell with an **Awe** roll or another Personality skill appropriate to the situation, but only if the roll results in a great or extraordinary success. The TN to break the spell is equal to 18 (10 plus the Attribute level of the Lord of the Ringwraiths).

The Lord of the Nazgûl:

Attribute Level	
8	
Endurance	Hate
90	22
Parry	Armour
12	3d
Skills	
Personality, 5	Survival, 3
Movement, 3	Custom, 2
Perception, 3	Vocation, 5
Weapon Skills	
Long Sword	4
Claw	3
Morgul-knife	3

Weapons:

Weapon type	Damage	Edge	Injury	Called Shot
Long Sword*	7 (1h) 9 (2h)	9	16 (1h) 18 (2h)	-
Claw	Att. Level		16	-
Morgul-knife	4		20	Pierce

**Long sword: The Lord of the Ringwraiths wields his sword of steel with one hand when he wants to employ his Savage Assault ability to claw at his opponent, or to stab him with his Morgul-knife. Otherwise, he swings his long sword with both hands.*

Morgul-knife

"Alas! the wounds of this weapon are beyond my skill to heal."

Enemies of the Nazgûl who die when pierced by a Morgul-knife do not rest, but become Fell Wraiths under the dominion of the Dark Lord. If a companion is Wounded, his injury must be treated by a master of healing like Elrond Halfelven as soon as possible. If this does not happen, the victim becomes sick and does not recover, and will soon be overcome: the wounded hero resists for a number of days equal to 10 plus the victim's favoured Heart rating, then if he is still without cure he dies in pain, only to rise later as a Fell Wraith.

But a Morgul-wound will never truly heal. A hero who sustained such a grim injury feels a great chill spreading from the spot where he was pierced whenever he is traversing an area considered Blighted, or finds himself in sight of a Ringwraith: the companion must pass one Corruption test (TN 20) or be made Weary by the throbbing pain (he remains Weary as long as he remains in the cursed area, or in the presence of the Nazgûl).

Moreover, the pain will return every year on the day the character received the Morgul-wound, and the companion will have to pass a Corruption test (TN 20), or gain a number of Shadow points equal to the Attribute level of the enemy who dealt him the fateful blow.

There is only one positive side for those who survive a Morgul-wound: his senses become sharper, and he is more aware of things that cannot be seen. For example, the companion can see more in the dark than most, including Dwarves and Elves. In game terms, all his Perception skill rolls are considered to enjoy a bonus equal to his current Shadow score.

Magical - Treasure -

The great jewel shone before his feet of its own inner light, and yet, cut and fashioned by the dwarves, who had dug it from the heart of the mountain long ago, it took all light that fell upon it and changed it into ten thousand sparks of white radiance shot with glints of the rainbow.

There is more than just gold and precious stones to be found in deserted caverns and dark dungeons under the earth. In past ages of the world, Men, Elves and Dwarves long laboured to craft marvellous things from metal and stone, and put into their work all their lore, power and subtle skill.

These wondrous jewels, famous blades and suits of armour were given to sons and daughters as gifts, hoarded as treasures by greedy kings and lusted after and even stolen by thieves and burglars. Finally, they were lost, and passed out of the memory of the living.

But such remarkable things are not meant to remain lost forever. Their original purpose may have been forgotten with the passing of centuries, together with the name of their makers, but a day will come when a worthy blade will be found in a barrow among swords of lesser lineage, ready to serve a new fate in the hands of a hero; or, if the treasure had been left to rot in the shadow for too long, to work a curse upon him and draw him to a miserable end!

This chapter presents rules to add extraordinary pieces of treasure like Elven swords and magic rings to *The One Ring*.

Hoards

As seen in *The One Ring*, wealth is abstracted through the use of a numerical rating called Treasure, representing the overall worth of any valuables possessed or found by companions. Players mainly employ their earned Treasure to improve their spending capabilities (temporarily raising their Standard of Living) or to acquire influence among their own folk through gift-giving and lavish public spending (raising their Standing rating).

These rules introduce Hoards, ancient stores of treasure possibly containing jewels and artefacts created in past ages and possessing exceptional qualities, and Magical Treasure rolls, the die rolls the players may attempt should they search for anything unusual amongst the silver and gold.

Magical Treasure Rolls

"I can put it no plainer than by saying that Bilbo was meant to find the Ring."

The rules for Hoards make a bag of coins offered by a rich merchant as payment for some service very different from a pile of old gold found in a Goblin warren – both finds are given a Treasure rating, but only a Hoard allows for Magical Treasure rolls.

- As a general rule, any source of Treasure encountered by a company when exploring caverns, lairs and old ruins qualifies as a Hoard, and thus allows companions to make Magical Treasure rolls.

Naturally, old Treasure found in the coffers of an Elf-lord or Dwarven chieftain may qualify as coming from a Hoard as well; in that case, what is really important is how the companions are coming about it, as theft is a Misdeed, causing an automatic Shadow gain.

Tainted Treasure

In the core rules for *The One Ring*, the Tainted Treasure table on page 225 indicates the amount of Shadow gained by heroes who stumble upon gold or other precious items that are bearing the taint of corruption.

While normally it is the Loremaster's duty to decide whether a source of Treasure requires all companions to pass a Corruption test or not, in the case of a Hoard a player must make a Corruption test only if he rolls an on the Feat die while making a Magical Treasure roll (see overleaf).

How to Make Magical Treasure Rolls

All companions who choose to inspect a Hoard for magical treasure start by rolling a single Feat die: if the Feat die gives a numerical result, the companion hasn't found anything possessing exceptional qualities, and the companion receives simply his share of Treasure points. If the Feat die rolls a ᚠ or an ᛟ instead, the companion has found something out of the ordinary!

- On a ᚠ result, the companion has uncovered a magical object, unmarred by any complications.

- On an ᛟ, the object found is indeed magical, but it has been marred by having been left for too long in the shadows. The companion must immediately pass a Corruption test or else gain a number of Shadow points as per the Tainted Treasure table below (see also Cursed Items, on page 100).

Treasure provenance (examples)	TN	Shadow gain
From the hoard of a Troll	14	1 point
From the hoard of a Dragon	16	1 point
Stolen from an ancient barrow	14	2 points
From a stronghold of the Dark Lord	16	1 automatic point. Then, gain 3 additional points if the test fails.

If the Feat die roll was successful, another roll is needed to add another layer of information to the find. This time, the player may choose to roll a number of Success dice, up to the number of unspent Experience points currently in possession of the character (to a maximum of 6 Success dice). Should the character be without any unspent Experience, or should he forfeit the chance to make the roll, then it is considered as if the roll didn't produce any ᛏ results – see below.

The total result of this roll is not relevant: the player simply checks if the roll produces any ᛏ icons.

- If the roll doesn't produce any ᛏ icons, then the companion has found a Precious Object, possibly a beautiful jewelled ornament or remarkable gemstone (see page 90).

- If the roll got a single ᛏ icon, the hero may now receive a Precious Object, OR gain a Wondrous Artefact if he chooses to spend a number of Experience points equal to half the number of Success dice he rolled for the Magical Treasure roll (rounded up). A Wondrous Artefact is an enchanted object graced by a powerful Blessing (see page 92).

- If the roll produced two or more ᛏ icons, then the companion may spend a number of Experience points equal to the number of Success dice he rolled to receive a Wondrous Artefact possessing two Blessings or a Greater Blessing (Loremaster's choice), or even a Famous Weapon or Armour (see page 92 and 95).

For example, on inspecting a Hoard with a rating of 20 found at the back of a Troll's cave, Trotter and the Bride make a Magical Treasure roll each. Both roll first the Feat die. The Bride rolls a 6, so she simply gets her share: 10 Treasure points. Trotter rolls a ᚠ instead, indicating that he has found something of interest.*

The Hobbit has 2 unspent Experience points and chooses to roll 2 Success dice, scoring a 2 and a 4 – neither dice produce a ᛏ icon, which means that he has found a Precious Object.

A character who finds Magical Treasure of any kind does not get Treasure points as well – his 'share' is replaced wholly by the Magical Treasure. The one exception is in the case of a character finding a Precious Object that is worth less than his share would be, in which case he gets both (see page 91).

Hoard Ratings

Not all Hoards are equal: if a Hoard is deemed to be very old, particularly rich, or untouched for uncounted centuries, the Loremaster may allow all players to repeat a failed Feat die roll once, or even twice.

Hoards are signalled in this guide and in future publications for *The One Ring* with the addition of one or more asterisks (*) following the numerical rating of a source of Treasure.

If the Treasure rating has one asterisk (*), then the source of Treasure qualifies as a Hoard and all players may roll once to try to find something; if the rating is followed by two asterisks (**), everyone who didn't get an ᚠ or ᚹ result on their first Feat die roll may roll again once; if the rating is followed by three asterisks (***) every player may roll a third time, if they failed both their first and second roll.

*For example, Trotter's company finds an old hoard, amounting to a value of Treasure 50**. The Hobbit may make a Magical Treasure roll to check if he finds anything of unusual worth. If he doesn't get a meaningful result on the first roll, he may try a second time.*

Suggested Hoard Ratings	
T*	A lonely Troll's loot, or a hoard previously plundered by robbers.
T**	Goblin plunder, old hoard, solitary Dwarf-hoard.
T***	Ancient hoard, Dwarven city's treasure trove, or Dragon's hoard.

Fate and Predestination

The mechanics governing the discovery of Magical Treasure are meant to represent predestination, the potential of a hero to become the instrument of a higher purpose and to play a role in the long-term development of a campaign. To further reinforce this, Magical Treasure rolls are meant to be strictly individual: a successful result obtained by one hero should never be used to pass the object found over to a different companion, especially when famous Weapons and Armour are concerned. After all, it was Bilbo who was meant to find the Ring, not Balin, Gandalf or Thorin...

The Magical Treasure Index

"This, Thorin, the runes name Orcrist, the Goblin-cleaver in the ancient tongue of Gondolin; it was a famous blade. This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore."

Finding a magic ring or a famous sword in *The One Ring* should not be simply a matter of stumbling upon an exotic object. There is more to chance than coincidence in Middle-earth, as there are other powers at work far stronger...

A Loremaster wanting to add spell-bound gems and Elven blades to his game must first take some time to create a Magical Treasure Index, a list detailing the magical items that will become part of his campaign.

When an unusual item is uncovered with a successful Magical Treasure roll, the Loremaster refers to his Magical Treasure Index to check exactly what has been brought to light.

Magical Treasure Index

Loremaster: _____ **Campaign:** _____

Campaign Members: _____

- PRECIOUS OBJECTS -
(no ᛏ results)

For every find, roll on the tables on pages 91-92.

Notes: _____

- WONDROUS ARTEFACTS -
(at least one ᛏ result)

For every find, roll on the tables on pages 94-95.

Notes: _____

Famous Weapons and Armour

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

How to Compile a Magical Treasure Index

Magical items in *The One Ring* are categorised as Precious Objects, Wondrous Artefacts, and Famous Weapons and Armour. When creating a Magical Treasure Index, the Loremaster may decide as little as he is comfortable as far as Precious Objects and Wondrous Artefacts are concerned, while he should determine precisely the number and nature of any Famous Weapons and Armour that the companions will have a chance to find.

- A Magical Index should comprise between 1 to 3 pieces of war gear for each companion: weapons, or defensive items like shields, helms or coats of armour.

Sample Indexes

Starting from page 104, this chapter contains a number of sample indexes, created with different goals in mind. The title of each index and its description detail its goal and application. Future supplements will also include sample indexes, to illustrate the sorts of magical treasure found in another region or connected to a specific series of events.

Loremasters are encouraged to create their own indexes though, based around the composition of the company playing in their campaigns.

Why an Index?

Using the index lets the Loremaster keep a tight control over the level of magic he wants to introduce in a game of *The One Ring*, avoiding the problem of having too many heroes wandering around Middle-earth wielding Beleriand-forged blades or wearing Mithril armour as the result of an excessive number of lucky rolls. Additionally, the index let the Loremaster 'time' the appearance of certain magical items in a campaign, for example to follow a wide-arcing plot involving the discovery of a particular object. Certain events might be triggered by the fortuitous finding of a lost artefact, or the companions could be left wondering how to confront a seemingly invincible threat, until they finally 'stumble' upon a weapon capable of giving them an edge.

Finally, the index helps in keeping magical objects unique and wondrous. Finding a magical item should represent a major turning point in your campaign, with definite consequences on the future of a hero. A magical object isn't just a new special ability, but a new feature in your storytelling.

Precious Objects

He chose for himself from the pile a brooch set with blue stones, many-shaded like flax-flowers or the wings of blue butterflies.

This category includes gemstones, jewels, silver and gold ornaments whose quality is an extraordinary and enchanting beauty, either due to a prodigious level of craftsmanship or a subtle magical virtue. Since there is basically no limit to the number of objects belonging to this category that can be found during gameplay, the Loremaster may use the directions presented in this chapter to create an item at the moment it is uncovered, or to design them carefully to include them in the campaign's Magical Treasure Index.

The Loremaster is encouraged to enrich the description of all Precious Objects or spend some time imagining wonderful things with rich backstories. It is not necessary to track down the full lineage of every crystal hanging from a fillet of Mithril; a few hints to a tragic or heroic heritage is more than enough to evoke the right mood. This sort of information may be revealed to a player who chooses the *Go See a Lore-master* undertaking during a Fellowship phase (see page 21).

How Precious Objects Work

The extraordinary quality of a Precious Object is represented by an enhanced Treasure rating, setting the object's worth much beyond that of 'ordinary' Treasure. This rating may be anywhere between 20 and 120 Treasure points, and can be set using Table 4 (see next page), or chosen directly by the Loremaster, taking into consideration that the uppermost rating (120 Treasure points) may afford a companion to live at a *Prosperous* Standard of Living for ten years, or to acquire a Standing rating of 4 (a rating comparable to that of a Counsellor, a Marshal, or another prominent personality of the community).

A Precious Object's Treasure rating replaces the finding hero's share in the Hoard just uncovered (unless the object's value is inferior to the hero's share). The Encumbrance of most Precious Objects is equal to 1.

For example, the five members of the company have found a cache of ancient treasure guarded by a crazed Orc-chieftain residing in the Ettenmoors. Having disposed of the brute, the heroes find that the hoard amounted to 50 Treasure. Trotter succeeds in his Magical Treasure roll, uncovering a Precious Object: it is a ruby the size of the Hobbit's fist, glowing with a pink radiance and set in a silver wolf-shaped brooch. Its value is equal to 60 Treasure points! The other companions receive their share of 10 Treasure points each.*

Precious Objects Descriptions

Roll a Success die for each table and check the result.

Table 1 (Main material)

1. Pearl
2. Sapphire
3. Ruby
4. Amethyst (pink to purple)
5. Roll again: 1-2: Adamant (diamond); 3-4: 'white gem'; 5-6: clear crystal
6. Roll again: 1-2: Emerald; 3-4: 'green gem'; 5-6: green crystal

Table 2 (Form)

1. Jewel (single gem)
2. Brooch
3. Necklace
4. Circlet, or crown
5. Belt, chain or armband
6. Ring

Table 3 (Craftsmanship)

1. Mannish, Westernesse
2. Elven, Eregion
3. Dwarven, Khazad-dûm
4. Dwarven, Erebor
5. Dwarven, Beleriand (Nogrod or Belegost)
6. Elven, Beleriand

Sentimental Value

A golden crown found among the ruins of an ancient castle may have more than a simple monetary value if brought to someone able to recognise it as a relic out of a familiar past. Should a companion make a gift or otherwise offer such an item to members of a folk whose tradition hearkens back to the time when the item was crafted, he would receive more than its intrinsic value in return. For example, a companion possessing a Precious Object belonging to his own culture and choosing the Raise Standing undertaking during a Fellowship phase would see the object's Treasure value doubled for the means of acquiring a new Standing rating.

Table 4 (Treasure Rating)

1. 20 Treasure
2. 40 Treasure
3. 60 Treasure
4. 80 Treasure
5. 100 Treasure
6. 120 Treasure

Gems, Jewels and Crystals

Many beautiful gems freed from the roots of mountains and hills were cut and set in necklaces, crowns, circlets and bracelets of precious metals by Dwarven smiths of great renown, in cities like Nogrod and Belegost, before Beleriand was broken.

Many crystals and white or green gems of surpassing beauty were not dug from the earth, but created by the cunning hands of Elven craftsmen and gem-smiths, and filled magically with flaming light.

Too Many Wondrous Items!

Wondrous Artefacts must be rare and unique to remain such. The Loremaster should use the directions contained in this chapter and his knowledge of the source material to create a limited number of such objects for inclusion in their Magical Treasure Index – two or three per companion at most. Should that list run out, the Loremaster may create additional ones, either taking the time to design them or rolling them up on the spot.

Wondrous Artefacts

... an ancient horn, small but cunningly wrought all of fair silver with a baldric of green ...and there were set runes of great virtue.

Objects included in this category possess characteristics that mortals wouldn't hesitate to call magical; cloaks that hide their wearers from observing eyes, war-horns capable of setting fear in the hearts of enemies and joy in the hearts of friends, staves blessed with virtues of finding and returning.

In *The One Ring*, Wondrous Artefacts are objects possessing one Blessing, two Blessings, or a Greater Blessing, based on the Magical Treasure roll result that uncovered them (see page 86).

How Wondrous Artefacts Work

Wondrous Artefacts are items blessed by enchantments that exalt the natural characteristics of their owners; the higher the stature of the bearer, the greater the advantage derived from the artefact. These enchantments are called Blessings.

- A Blessing bestowed upon an artefact lets its bearer affect the result of all rolls made using a specific Common skill. An object possessing two Blessings will then modify the outcome of two different skill rolls. A Greater Blessing affects a single skill, but with an enhanced effectiveness (see Wisdom Bonus, below).

- Each Blessing may affect a skill roll in two different ways: by enhancing the roll itself with a free Wisdom bonus, and by letting the hero achieve a Magical Result by spending a point of Hope.

When a Wondrous Artefact is found, the Loremaster either chooses an object he included in his Magical Treasure Index, or uses the Blessings tables on pages 94 and 95 to create one.

For example, Trotter has found refuge from a storm in a ruined stone hut, to his eyes nothing more than a shepherd's refuge. The sanctuary is in fact a burial barrow, and the Hobbit finds himself sleeping fitfully among dry bones and old gold. In the morning, Trotter wakes to find a small pile of treasure, including a small ring – it is a magic ring, capable of sharpening the wits of those who wear it (conferring a Blessing to his Riddle skill).

Discovering the Blessings of an Artefact

When an artefact if first discovered, its capabilities may not be readily apparent. While it is possible that a hero finds out while adventuring, a companion may learn about an item's Blessings by choosing the *Go See a Lore-master* Fellowship phase undertaking (see page 21). Additionally, the Loremaster might let a hero guess the nature of a Blessing when the companion receives an Advancement point in the skill group concerning the skill affected by the Blessing.

A Fateful Discovery

A Wondrous Artefact can become a meaningful addition to a campaign if its discovery is tied to some significant event, or if its introduction is meant to serve a particular purpose. When the Loremaster is compiling his Magical Treasure Index he may spend some time to consider the objective of an item, in the context of the campaign being played. Or, he might leave it undefined, and wait to receive the right suggestions from his players instead.

Wisdom Bonus

The bearer of a Wondrous Item enjoys a free Wisdom bonus to all rolls made using the corresponding skill.

- This bonus is equal to the hero's Wisdom score.
- If the artefact has been bestowed with a Greater Blessing, then the bonus is equal to his Wisdom x 2.

For example, Trotter is trying to escape the enquiries of a nosy doorwarden in Esgaroth. He decides to put on his magic ring and befuddle the guard with his riddling. The magic ring gives Trotter a bonus equal to the Hobbit's Wisdom score.

Magical Result

In addition to the effects described above, a Wondrous Artefact may be used to directly affect the quality of die rolls.

- A hero using a Wondrous Artefact may spend 1 point of Hope to turn a successful die roll made using the affected skill into a Magical result.

A Magical result indicates that the outcome of the task did not only surpass all expectations, but achieved something beyond the hero's normal capabilities; in other words, a feat that could hardly be accomplished by the companion without a magical aid.

Trotter's Riddle roll has resulted in a success, but he is not satisfied, as secrecy is of the utmost importance: he invokes a Magical result, spending 1 point of Hope. Trotter chooses to describe how not only the doorwarden lets him go, but also how the guard soon forgets the Hobbit was ever there.

When this happens, the acting player is allowed to narrate the outcome of the action, disregarding the normal limits set even for great and extraordinary results. He is also encouraged to include elements reinforcing the magical nature of the event in his description – the stature of a companion may appear to grow, or his shadow to lengthen, an object may gleam or shine with an inner light, a staff may vibrate or even 'sing', the smoke from a pipe may form images, a musical instrument may conjure sounds not normally attributed to it, and so on and so forth.

Not-so-Subtle Magic

"We're a bit suspicious round here of anything out of the way – uncanny, if you understand me; and we don't take to it all of a sudden."

A Magical result is an outcome so remarkable and unusual that it may be unsettling to folk not used to such feats, or raise suspicion in individuals capable to recognise their otherworldy nature. Moreover, overt magical effects, even when invoked for beneficial purposes, may sometimes be misinterpreted, as many associate supernatural occurrences to the working of sorcery.

If a Magical result invoked by a player could reasonably be considered an 'open display of magical power', the Loremaster might take into consideration an increase in the Eye Awareness score of the company, under the Eye of Mordor rules (see page 112).

Examples of Magical Results

...Gandalf seemed suddenly to grow: he rose up, a great menacing shape like the monument of some ancient king of stone set upon a hill.

A companion might...

...run effortlessly along a rope suspended over a stream (**Athletics**).
...notice Spiders approaching stealthily in the darkest gloom of Mirkwood (**Awareness**).
...cow a proud Elf-lord or a wild Beorning-chieftain with a look (**Awe**).
...foresee the outcome of a battle he is observing (**Battle**).
...present himself eloquently and gracefully using a language he doesn't know (**Courtesy**).
...fashion a gift that guesses precisely the desires of the recipient (**Craft**).
...locate a source of clean water in the barren waste of Mordor (**Explore**).
...free a patient of all pain, regardless of how grievous is the hurt suffered (**Healing**).
...follow Warg tracks in the woods in a night without a moon (**Hunting**).
...discern the thoughts of someone as precisely as if the hero could read his mind (**Insight**).
...rouse a crowd of Hobbits to take up arms against a Ringwraith (**Inspire**).
...know about hidden facts, or occurrences happening in a far-away country (**Lore**).
...convince the Elvenking to borrow his most beloved white gem from his treasury (**Persuade**).
...derive useful information from a guarded conversation with a Dragon (**Riddle**).
...find a door concealed by magic (**Search**).
...make the things of which he sings so vivid they seem to appear in front of those who listen (**Song**)
...sneak past a torch-lit hall full of cavorting Goblins (**Stealth**).
... get to your destination just at the right time, not too early, nor too late (**Travel**).

Blessings Tables

Roll a Success die twice to determine which skill is affected by a Blessing (ordinary or greater): the first roll selects the skill group, the second roll identifies the affected skill. Repeat the procedure if the artefact has been bestowed with two different Blessings.

In brackets are listed options to help the Loremaster choose the type of object discovered, whether it is a ring, a cloak, a belt, or else. If the same item possesses two Blessings, choose the type of object that seems more appropriate. To determine the craftsmanship of the find, you may use Table 3 on page 91).

1. Personality	
1-2	Awe (ring, cloak, circlet, collar, belt, weapon sheath, staff, war-horn)
3-4	Inspire (ring, cloak, weapon sheath, staff, war-horn)
5-6	Persuade (ring, cloak, circlet, collar)

2. Movement	
1-2	Athletics (rope, belt)
3-4	Travel (staff, boots)
5-6	Stealth (ring, cloak, shoes)

3. Perception	
1-2	Awareness (ring, circlet, collar)
3-4	Insight (ring, circlet, collar)
5-6	Search (ring, circlet, staff)

4. Survival	
1-3	Explore (staff)
4	Healing (unusual, as potions and salves quickly lose their virtue)
5-6	Hunting (staff)

5. Custom	
1-2	Song (ring, musical instrument)
3-4	Courtesy (ring, circlet)
5-6	Riddle (ring)

6. Vocation	
1-3	Craft (ring, crafting tool)
4	Battle (rare, as it pertains usually to weapons)
5-6	Lore (mirror, book, seeing-stone)

Famous Weapons and Armour

"These look like good blades," said the wizard ... "when we can read the runes on them, we shall know more about them."

Weapons of extraordinary craftsmanship are already dealt with in *The One Ring* using the rules for Rewards. While those items could arguably be considered magical, their lineage can hardly be compared with that of swords forged in Gondolin for the Goblin-wars.

- A hero can enter into possession of such an extraordinary weapon only by obtaining two or more ᛈ icons on a Magical Treasure roll.

When this happens, the Loremaster considers the circumstances and consults the campaign's Magical Treasure Index. If he deems it appropriate, he selects an item from those he prepared for the hero (otherwise, he awards a Wondrous Artefact instead).

Creating Famous Weapons and Armour

To design a magical sword or a wondrous coat of armour, the Loremaster must follow a 5-step process, making a number of choices based on the current campaign and the composition of his company of players:

1. Choose Item Type
2. Determine Craftsmanship
3. Select Banes (Elven or Númenórean weapons only)
4. Attribute Qualities
5. Name the item

1. Choose Item Type

The first choice is the most important one: what are you designing exactly? Is it a weapon, or a piece of defensive gear, like a mail shirt, or a helm or shield?

Remember to design items taking into consideration your company of heroes, or better still, with a precise character in mind; there is no place in your list of Magical Treasure for a wondrous shield that none of your players will be interested in using.

For example, the Loremaster is designing a famous weapon meant for Grimfast, a Beorning warden. The warrior uses a great spear as his primary weapon. The Loremaster selects a great spear as the item type.

2. Determine Craftsmanship

Choose between Elven, Dwarven or Númenórean craftsmanship. The following paragraphs give some insight about which item types are most suited to a particular origin. Apart from defining in broad terms the history of an item, the choice of craftsmanship also determines whether a weapon should be attributed Banes or not, and affects the choice of Qualities (see Steps 3 and 4).

Elven Craftsmanship: The best enchanted weapons that may be found in forgotten hoards were made by Elven-wrights in Beleriand in the Elder Days, or in Eregion, for the wars against Sauron.

Glamdring and Orcrist are good examples, not to mention Bilbo's (and later Frodo's) sword Sting.

- The Elves forged many famous long swords, daggers and enchanted spears. Other weapons or pieces of defensive war gear are not unknown, but more difficult to find.

Dwarven Craftsmanship: Many extraordinary swords, helms and suits of armour were wrought in Nogrod and Belegost by the Dwarves, either for use by their most renowned chieftains and champions, or as gifts to the greatest lords amongst Elves and Men.

The works of Telchar, the smith of Nogrod, are particularly renowned: the sword Narsil and the Helm of Hador were among his chief creations.

- The smiths of Nogrod and Belegost crafted especially swords and axes, shields, helms and coats of armour.

Númenórean Craftsmanship: The weaponsmiths among the Men of Westernesse were taught by the Noldor in the making of swords, axe-blades, spearheads and knives. They acquired great skill, and put it to good use in forging many spell-bound weapons using strange metals. The barrow-blades given by Tom Bombadil to the Hobbits were weapons of this sort; swords forged by the Númenóreans for their bitter wars against Carn Dûm in the Land of Angmar.

- The Men of Westernesse excelled in the making of many weapons, but rarely devoted themselves to the creation of suits of armour, recognising the greater ability of dwarf-smiths.

3. Select Banes

Bane weapons have been wrought to defeat a specific enemy. If the magical item is of Elven or Númenórean craftsmanship, then it must be attributed with one or more Banes, as several of the special virtues that may be attributed to it are effective only against Bane creatures (see Enchanted Qualities, on page 98).

Blades, spears and arrow-heads forged in Númenor may have been wound about with spells for the bane of two creature types.

- Choose two races from the following: Orcs, Trolls, Wolves, Evil Men, Undead.

Items crafted by the Elven-smiths of Beleriand or Eregion were generally created with only one type of enemy in mind.

- Choose one race from: Orcs, Wolves or Spiders.

Particularly ancient and rare Elven blades may have been wrought for the bane of the Enemy itself, and as such be particularly dangerous to all his servants and minions.

4. Attribute Qualities

As seen in the core rules, heroes may improve their war gear by receiving Rewards and bestowing Qualities upon their weapons of choice. Similarly, Famous Weapons and Armour are improved by Qualities, and made extraordinary by Enchanted Qualities.

When you create a magical piece of war gear for your campaign, pick a selection of special characteristics, choosing among those listed on page 115 of *The One Ring*

and the new Enchanted Qualities described in this book, starting overleaf. (It is not possible to attribute a Cultural Reward to a magical item).

Use the blank Magical Treasure index sheet to list the characteristics of a magical weapon or armour, listing the abilities in the order desired, keeping in mind that the Qualities listed first are the ones that the wielder of the object will discover the soonest.

The mix and number of Qualities attributed to an object determine how powerful the item will be.

- Generally, the Loremaster should apply a total maximum of 3 Qualities to a famous weapon or piece of defensive gear. This set of Qualities must include a minimum of one Enchanted Quality.

Note that a number of Enchanted Qualities are enhanced versions of those described in *The One Ring*. Qualities sharing a common descriptor cannot be attributed to the same item (a Grievous sword cannot be given the Superior Grievous Enchanted Quality, for example). Moreover, when designing an Elven or Númenórean weapon you should be sure to bestow upon it at least one Enchanted Quality that possesses the Bane requirement.

5. Name the Item

Precious Objects and Wondrous Artefacts rarely possess proper names. They are usually named after their maker, or by their most famous owner ('The Necklace of Girion', 'The Arkenstone of Thrain', 'The Phial of Galadriel'). On the contrary, Famous Weapons and Armour often have a name, or even more than one, if the item is known by different folks.

When the Loremaster adds a piece of war gear to his Magical Treasure Index he should take the time to create an appropriate name, along with its historical notes. The name of an item can be revealed to its bearer who researches it or asks about it to a Lore-master (see the *Go See a Lore-master* Fellowship phase undertaking, on page 21).

A player is, of course, free to name an item himself – much as Bilbo did with Sting – either because the object does not have a known name or the companion isn't interested in discovering it. The notes about Naming Weapons of Quality on page 115 of *The One Ring* can provide useful suggestions.

Bane Weapons

"...what they are: work of Westernesse, wound about with spells for the bane of Mordor."

In addition to being possibly more effective against the types of creatures they were crafted to defeat, Bane weapons are destructive to elements connected to the creatures that are the object of the Bane and would immediately be recognised as such by them.

For example, Orcs would not dare touch a blade forged for the bane of their kind, and a sword created for the destruction of Giant Spiders would easily cut through the thickest of their webs.

How Famous Weapons and Armour Work

When a companion finds a Famous Weapon or Armour, the item displays only the characteristics of the first Quality listed in its entry in the Loremaster's Magical Treasure index.

The remaining features are considered to be 'dormant', and may be activated in one of two ways (see below).

- When new Qualities are revealed on a Famous Weapon or Armour, they are 'unlocked' in the order listed on the Magical Treasure Index.

Gaining a new Valour Rank

It is said that valour needs first strength, and then a weapon: as a companion grows in heroic stature, the more powerful his magical items become.

- Each time that a companion is entitled to gain a new Reward as the consequence of gaining a new rank in Valour, he may choose instead to activate one Quality of a Famous Weapon or Armour that belongs to him.

For example, the Bride recently found the Raven Axe of Arnor in a Troll's hoard while exploring the Ettenmoors. It displayed its first Quality – Raging – as soon as she found it. In a subsequent Fellowship phase she increases her Valour. Instead of choosing a new Cultural Reward, she chooses to activate the Raven Axe's next Quality: Superior Fell.

Make a Magical Item a 'Cultural Treasure'

The treasuries of most folks have been created with the loot of many wars, but also by the findings of generations of adventurers.

- If a companion already received one or more Rewards during his previous adventuring (either Qualities or Cultural rewards) he may choose the *Visit the Treasury of your Folk* Fellowship phase undertaking to trade any number of Rewards in exchange for the activation of an equal number of Qualities on a magical piece of war gear (see page 23).

For example, while clearing an abandoned Dwarven keep of Goblins, Lifstan found the Rune-shield of Ossiriand, which displayed the first Quality, Ancient Cunning Make. He previously carried a Tower Shield, gifted to him by the elders of Dale. The following Fellowship he undertakes to visit the treasury of Dale, returning the Tower Shield so that it may faithfully serve another. As he is trading in one previous Reward, he can activate one Quality. The Rune-shield now displays the second Quality too: Superior Reinforced.

Ask a Lore-master

A companion who wishes to know more about a Famous Weapon or Armour may visit an appropriate location and choose the *Go See a Lore-master* undertaking during a Fellowship phase (see page 21).

Enchanted Qualities

There was a flash like flame and the helm burst asunder. The orc fell with cloven head.

All the virtues described below set the craftsmanship of an item apart from any other. The extraordinary quality of the object may be the result of ancient spells or graven runes, or it may be due to the innate qualities of the material used for its crafting, or a combination of all such elements.

Often, the magical power of the object makes the item gleam with an unnatural light or appear as if burning with an enchanted flame, but in other cases the magical quality is more discreet, if at all noticeable. The Loremaster is encouraged to embellish the description of each Famous Weapon or Armour with appropriately epic details.

The text of each Enchanted Quality includes any requirement that the enhanced object must satisfy for the quality to be applied to it. Qualities indicating a specific craftsmanship (Elven, Dwarven or Númenórean) exemplify the features of war gear created by weaponsmiths and armourers belonging to that race.

All Enchanted Qualities are unique, meaning that they can only be applied once to the same item.

- Loremasters must keep in mind that they may apply a maximum of 3 Qualities (Enchanted or ordinary) to a famous weapon or armour, always including a minimum of 1 Enchanted Quality.

Ancient Close Fitting

Craftsmanship: Elven, Dwarven
Item: Armour, Headpiece

This Quality enhances the Protection rating of an item by +3. Additionally, if your Valour score is 4 or more, once per combat when your enemy scores a Piercing Blow it misses instead (you do not roll for Protection).

Ancient Cunning Make

Craftsmanship: Elven, Dwarven
Item: Armour, Headpiece, Shield

This Quality lowers the Encumbrance rating of an item by 3 points, or by a value equal to your Valour (to a minimum of 0 Encumbrance), whichever is higher.

Biting Dart
Craftsmanship: Elven
Item: Ranged weapon
Special: Bane

When you attack a Bane creature using a ranged weapon possessing this virtue you must make two separate attack rolls. If you hit your target with both rolls, you inflict damage for both attack rolls. However, your attack goes astray entirely if even only one roll misses.

Cleaving
Craftsmanship: any
Item: Close combat weapon

When you hit your target with a weapon blessed by this Quality, you additionally deal a loss of Endurance equal to your Valour to another creature engaging you in combat.

Crushing
Craftsmanship: any
Item: Close combat weapon

The weapon deals an additional loss of Endurance equal to three times your Valour score on your first successful attack in the entire battle.

Flame of Hope
Craftsmanship: Dwarven
Item: Close combat weapon

If you take the *Rally Comrades* combat task, you add your Valour score to the amount of Endurance that each of your comrades recover on a success. Additionally, if you succeed on your **Inspire** or **Song** roll with a ᚠ, you may immediately make an attack roll.

Foe-slaying
Craftsmanship: Elven, Númenórean
Item: Close combat weapon
Special: Bane

When you attack a Bane creature, this Quality reduces the Edge of your weapon by a value equal to your Valour.

Gleam of Terror
Craftsmanship: Dwarven
Item: Close combat weapon

If you take the *Intimidate Foe* combat task, you add your Valour to the amount of Hate your enemies lose on a success. Additionally, if you succeed on your **Awe** or **Battle** roll with a ᚠ, you may immediately make an attack roll.

Luminescence
Craftsmanship: Elven
Item: Close combat weapon
Special: Bane

This Quality makes the weapon's blade shine with a pale, cold light when a Bane creature is within a distance equal to 10 metres for each point in your Valour score. You and your companions add a Success die to all rolls made to avoid being ambushed by such creatures.

Mithril Armour
Craftsmanship: Dwarven
Item: Armour
Special: Requires Cunning Make or Ancient Cunning Make

This Quality further reduces an armour's Encumbrance rating by 6 (to a minimum of 0).

Raging
Craftsmanship: Elven, Númenórean
Item: Close combat weapon
Special: Bane

A weapon graced by this Quality deals an extra loss of Endurance to an attacked Bane creature equal to your Valour even on a missed attack roll.

Rune-scored Armour
Craftsmanship: Dwarven
Item: Armour

When you make a Protection test while carrying a rune-scored armour, you succeed automatically on a ᚠ and also on an result.

Rune-scored Shield
Craftsmanship: Dwarven
Item: Shield
Special: Requires Reinforced or Superior Reinforced

At the start of a battle, spend a point of Hope to enhance the Parry bonus due to your shield by +3 for the entire length of the fight.

Runes of Victory
Craftsmanship: Dwarven, Elven
Item: Any weapon

When you attack using a weapon possessing this Quality you score an automatic hit on a ᚠ and also on an 👁 result.

Superior Fell
Craftsmanship: Dwarven, Númenórean
Item: Any weapon
Special: Bane (if Númenórean)

If the item is of Dwarven Craftsmanship, its Injury rating gains a bonus equal to the bearer's Valour. If the item is of Númenórean craftsmanship, its Injury rating gains a bonus equal to the bearer's Valour only when used against a Bane creature (add the normal Fell bonus otherwise).

Superior Grievous
Craftsmanship: Elven, Númenórean
Item: Any weapon
Special: Bane (if Númenórean)

If the item is of Elven craftsmanship, its Damage rating gains a bonus equal to the bearer's Valour. If the item is of Númenórean craftsmanship, its Damage rating gains a bonus equal to the bearer's Valour only when used against a Bane creature (add the normal Grievous bonus otherwise).

Superior Keen
Craftsmanship: Dwarven, Elven
Item: Any weapon

This Quality reduces a weapon's Edge by 2 (an Edge rating of ᚠ becomes a rating of 9).

Superior Reinforced
Craftsmanship: Any
Item: Shield

This Quality enhances the Parry bonus due to the shield by +2. Additionally, if your Valour score is 4 or more, once per combat when your enemy hits you without scoring a Piercing blow it misses instead. Finally, the shield cannot be smashed.

Sure Shot
Craftsmanship: Any
Item: Ranged weapon

The bearer of such a weapon always enjoys a clean shot, even when he is shooting against a strong wind, or his target is protected by darkness, or other elements that would modify his Attack roll negatively (the attacker ignores any negative attack roll modifiers due to sources of hindrance).

Warding-spell
Craftsmanship: Elven, Númenórean
Item: Armour, Headgear, Shield
Special: Bane

An item bestowed with such a Quality gives you a bonus to your Parry rating when you are fighting against a Bane creature equal to your Wisdom or Valour, whichever is lower.

Cursed Items

> **About them lay many treasures, of gold maybe, though in that light they looked cold and unlovely. On their heads were circlets, gold chains were about their waists, and on their fingers were many rings.**

A magical object carrying a taint differs from an unmarred object for the fact that the item has been partially corrupted by laying in the shadows for centuries, forgotten. Sometimes, the treasure has been left to rot long enough for the Shadow to have wound about it a darker fate.

- If a companion has uncovered Magical Treasure by rolling an ᚠ, the Loremaster may take the chance to introduce a Curse, in addition to the mandatory Corruption test.

A cursed item does not differ from an unmarred one, and it is attributed to the companion exactly in the same way. The Loremaster simply proceeds to design the Curse that is laid upon it, either by choosing a Curse he designed previously for his own campaign, or by creating it on the spot using the rules below.

If the Loremaster isn't sure and needs a hard and fast rule to determine whether an object is indeed cursed, he can roll a Feat die and consult the table below.

Treasure provenance (examples)	Item is Cursed on an ᚠ
From the hoard of a Troll	Roll the Feat die once.
From the hoard of a Dragon	Roll the Feat die twice.
Stolen from an ancient barrow	Roll the Feat die three times.
From a stronghold of the Dark Lord	Roll the Feat die four times.

Precious Objects

Generally, only Wondrous Artefacts and Famous Weapons and Armour can be cursed. If a player rolls an ᚠ uncovering a Precious Object he needs simply to pass the Corruption test required, or gain a number of Shadow points.

The Loremaster is, of course, free to lay a Curse upon a heap of Dragon gold or a chest of precious gems, but usually that type of treasure just has an ill feeling about it and a character may struggle to sell it.

To make things slightly darker, a cursed Precious Object might be denied any sentimental value (see page 91).

Wondrous Artefacts and Famous Weapons and Armour

Magical Treasure of a superior importance is more easily cursed. Note that if a player uncovers a Cursed Wondrous Artefact or a Famous Weapon or Armour must always face the Corruption test required, and also suffer the effects of the Curse.

How to Design a Curse

A Curse bestows an item with an additional feature, similar to a Blessing or a Quality, except that it has a detrimental effect rather than a positive one. The Loremaster may consult the list of sample Curses found below to select one that he finds appropriate, or he might use them as inspiration to design new ones.

A Curse may not be initially apparent, but instead be turned on by a specific circumstance. If the Loremaster so chooses, a Curse may be unveiled as part of a Revelation episode (see page 114).

Examples of circumstances that might trigger a Curse include: leaving the area where the cursed item was found; exposing the object to the light of the moon; at the first shedding of blood; in the presence of a specific type of creature; upon entering a blighted area.

Lifting a Curse

When creating a cursed item, the Loremaster must secretly decide how the Curse can be lifted. This should be no small task and should definitely form the focus of an Adventuring phase in its own right. A Curse might only be lifted at the place of the item's forging or by the light of the same moon by which it was made. It might require the casting of an ancient spell lost to the ages or by the slaying of a particularly dangerous creature.

Note that a cursed item is not an evil artefact, a device created by the Enemy and meant to condemn a companion to a life of misery. It is a wonderful object bearing a trace of darkness. While it may make a hero's life more dangerous for a while, the introduction of a cursed item is primarily meant to make the game more exciting!

Once a Curse has been removed, the item reverts to being a regular Magical Item.

Examples of Curses

> Then a wild thought of escape came to him. He wondered if he put on the Ring, whether the Barrow-wight would miss him, and he might find some way out. He thought of himself running free over the grass, grieving for Merry, and Sam, and Pippin, but free and alive himself.

Curse of Weakness

So long as he bears the curse, the bearer displays the worse Flaw connected to his own Shadow Weakness. The Loremaster can invoke it as per the normal rules, to call for a Feat Re-roll, a Failure Aggravation, and possibly to determine the effects of a Bout of Madness (see page 225 of *The One Ring*).

- *Cowardly (Wandering-madness).* When the curse takes hold of the bearer, all he can think of is turning tail and fleeing into the night.
- *Murderous (Curse of Vengeance).* A terrible thirst for blood and malevolence lies within the item, provoking the bearer to dark thoughts of violence and murder.
- *Tyrannical (Lure of Power).* The item foments a sense of overconfidence and arrogance within the bearer, causing him to belittle and undermine his companions.
- *Treacherous (Lure of Secrets).* The item fosters thoughts of paranoia and discord within the mind of its bearer, causing him to mistake his friends for foes.
- *Thieving (Dragon-sickness).* The item glitters with a sickly light that causes the bearer to desire more and more.

Note that this Flaw is temporary, and does not count towards a companion's full complement of four Flaws for the purposes of Succumbing to the Shadow.

Darken

When the item is revealed (a sword is unsheathed, a glove is removed to reveal a ring and so on) all shadows in the area seem to deepen, and all sources of light seem to grow weak. The phenomenon is particularly serious for the bearer of the item, who finds his sight seriously impaired. Since no source of light is able to dispel this darkness, bystanders are confused and disoriented. The TN of any appropriate roll made by the companion is raised by one level (TN +2).

Hunted

The presence of the item does not go unnoticed, and one type of enemy (Orcs, Evil Men, the Enemy) perceive it when they come near it. For the purposes of The Eye of Mordor rules (see page 113) this counts as the Enemy hunting them, incurring a -4 penalty to the Hunt Threshold. In addition, Hazard episodes and Revelation episodes triggered by the company may be made to revolve around this hunt.

Ill-luck

Bad luck dogs the bearer at every turn, his victories turned to defeats by simple – but persistent – misfortune. A roll of an on the Feat die obtained on any roll means an automatic failure for the bearer.

Ill-omen
The bearer's arrival is preceded by dark warnings and fell omens, filling the hearts of former allies with dread and fear. Whenever the bearer rolls an result during an encounter, the roll counts as both an automatic failure AND an additional failure towards Tolerance.

Malice
The object does not love its bearer, and will try to cause him harm, or otherwise trouble him. If a skill roll concerns the item (as in the case of a skill roll augmented by a Blessing, an attack roll for a weapon, a Protection roll for armour), the companion is prevented from spending Hope to invoke an Attribute bonus.

Owned
The item is owned or was created by another creature, much as the Ring was owned by Sauron. The item may have found its way into the hands of the companion so they will unwittingly return it to its master. The Loremaster should decide upon a specific enemy to be the owner of the item, possibly choosing a recurring villain in his own campaign. When in the presence of its owner, the item becomes useless: its special features turn out to be completely ineffective.

Shadow Taint
The item bears a greater shadow-stain upon it than most cursed items. As long as the hero carries the item, his Shadow score is augmented by a value, ranging from 1 to 4 points: 1 point for an artefact with one Blessing, 2 for one with 2 Blessings or a Greater Blessing; in the case of a Famous weapon or Armour the Shadow increase is equal to the number of Qualities on the item.

This Shadow increase cannot be removed or healed, and will raise the hero's Shadow score until the Curse is lifted.

Weakening
The item's Curse worms away at its bearer, bringing with it a terrible weakness. The Loremaster chooses either Body, Heart or Wits. The bearer sees the associated favoured score reduced to its basic value.

Discovering the One Ring

Bilbo's discovery of the One Ring in Gollum's cave is a shining example of predestination, as discussed on page 87. Bilbo was meant to find the Ring, and then to pass it over to Frodo. Perhaps the Loremaster of Bilbo's campaign was planning very far ahead indeed – maybe even not realising at the time quite what he had created – he might merely have intended to give the Burglar a Wondrous Item that gave him an unparalleled Stealth ability...

But how can the Ruling Ring of Sauron be created under the Magical Treasure rules? The short answer is that it can't: it is the greatest magical artefact ever created in the history of Middle-earth after all. But let's indulge a little bit more... The Ring would probably have a Greater Blessing of Stealth for its capability to make its wearer invisible, but eventually reveal later to bestow another Blessing on the skill that better defines its wearer's ambitions and desires: Awe for a mighty warrior, Battle for a leader of Men, Craft for someone who would desire to create things, Insight for those who seek to know the hearts of others... But what about its Curses? Well, let's not even get started...!

Magical Treasure Index

The goal of a pre-prepared Magical Treasure Index is that when a player successfully finds an item in a hoard, the Loremaster can simply look at the index and find something that has been carefully crafted to suit that player-hero. This sample Magical Treasure Index was designed for *The Darkening of Mirkwood* campaign, and is extremely rich and powerful. Each of the Famous Weapons listed has been created with one of the pre-generated characters from *The One Ring* in mind, as have a number of the Wondrous Items. The needs of the campaign were considered in the making of this index and, whilst no one item is key to the campaign, many of them may prove beneficial in its later stages.

Loremaster: - **Campaign:** The Darkening of Mirkwood

Campaign Members: Lifstan the Barding, Beli the Dwarf, Beran the Beorning, Caranthir the Elf, Trotter the Hobbit and the Bride.

- PRECIOUS OBJECTS -
(no ᴛ results)

Notes:

A ruby that, by firelight, seems to glimmer with an inner flame even after the fire has been extinguished. Set onto a golden chain, whose fine links can only be Elven-make. Worth 50 Treasure points.

An adamant ring that catches the weakest of lights, even when deep underground. Its size suggests it was made for the fingers of a Dwarf. Worth 30 Treasure points.

A coronet studded with sparkling white gems, made long ago for the Dwarven nobles of Erebor. Worth 40 Treasure points.

A green gem the colour of the first shoots of spring, set into a golden brooch in the shape of a leaf. Possibly of Westernesse craft. Worth 20 Treasure points.

An iridescent pearl set within a simple silver circlet, recovered from the sea of the Cape of Forochel. The circlet is of Westernesse make. It is said that if one stares into the pearl for long enough, a man can see into the past... or the future. Worth 120 Treasure points.

A pink-hued amethyst set into an intricately carved silver ring. The script carved upon it is in Quenya and says "I leave my heart to you." Worth 40 Treasure points.

- WONDROUS ARTEFACTS -
(at least one ᴛ result)

Notes:

A silver circlet, the wearer of which finds their tongue similarly silvered (a Blessing to Courtesy).

A war-horn, made by the people of the Northern Kingdom, and whose booming voice lifts the heart of all who hear it (a Blessing to Inspire).

A golden torc, inscribed with images of feasting and merry-making that lends grace to the voice of its wearer (a Blessing to Song).

An Elven-carved wooden staff, which cause deer tracks — and others besides — to reveal themselves to the bearer (a Blessing to Hunting).

A cloak lined with both enchantment and — more prosaically — fur, which makes the words of the wearer all the more comforting (a Blessing to Persuade).

A ring made from silvered steel that reflects the innermost thoughts of any in its presence (a Blessing to Insight).

A simple Dwarven ring of iron that makes the hammer blows of the wearer strike the anvil with effortless precision (a Blessing to Craft).

A short rod that was once the symbol of the art of leechcraft in the city of Belegost, and that instills a sense of peace and calm to a patient (a Blessing to Healing).

A golden circlet carved with Dwarven runes that causes the wearer to find precisely what he is looking for (a Blessing to Search).

A magical ring, capable of sharpening the wits of any who wear it (a Blessing to Riddle).

A cloak of Elven make, the weave of which magically allows the wearer to blend seamlessly into his surroundings (a Blessing to Stealth).

A walking stick tightly wound with an endless spiral of Elven rhymes, which, when read aloud, seems to make the miles pass by all the faster (a Blessing to Travel).

A coil of fine Elven rope that can be furled out endlessly and, once tied, will never come untied unless the owner commands it so (a Blessing to Athletics).

A seeing-stone, which, when held up to the dawn before a battle, shows what may come to pass when swords are drawn (a Blessing to Battle).

A broken shard taken from a mirror that once stood in an Elven manor, and through which ghosts of the past may still be seen - albeit fractured in time and place (a Blessing to Lore).

A simple knife that seems to cut a path through thickets and bushes with the utmost ease (a Blessing to Explore).

An ivory horn that has been engraved with images of defeated foes paying tribute to an ancient queen. When lifted to the lips of its bearer it makes not a sound, but men are compelled to bow down before her (a Blessing to Awe).

A beautiful golden ring that glistens with the light of the sun, even at night, and that bestows a clarity of vision to its wearer (a Blessing to Awareness).

Famous Weapons and Armour

Companion: The Bride
Item: The Raven Axe of Arnor

Type: Long-hafted Axe
Craftsmanship: Númenórean
Banes: Evil Men, Undead
Qualities:
1. Raging **2.** Superior Fell **3.** Keen

Notes: An axe of Númenórean craftsmanship, its broad head engraved with images of ravens and other carrion birds. Its age suggests it was crafted during the time that Arnor's successor kingdoms struggled against the armies of the Witch-king of Angmar, and it is wound with spells to drive the restless spirits of the North back to their graves.

Companion: Beran
Item: The Red Axe of Ruin

Type: Splitting axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Gleam of Terror **2.** Grievous **3.** Runes of Victory

Notes: This axe was forever stained red with the blood of Orcs at the Battle of Azanulbizar. Some say it was the axe of Nar, others Dain, but whoever wields it can cut a bloody swathe through rank after rank of Goblin.

Companion: Lifstan
Item: Rune-shield of Ossiriand

Type: Great Shield
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Cunning-make **2.** Reinforced
3. Rune-scored Shield

Notes: So-called because, according to Dwarf legend, its wielder could use it to hold back the seven rivers of Ossiriand themselves. Whether there is any truth in the legend is rather difficult to prove, but it is certainly effective at holding back onrushing tides of Orcs. Aside from its ornate brass boss, cast in the shape of a roaring mountain lion's head, this sturdy iron shield appears somewhat plain ... except under certain moons, when its surface takes on an almost mirrored sheen and secret Dwarven runes glisten and gleam.

Companion: Beli
Item: The Coat of Shining Stars

Type: Coat of Mail
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Cunning Make **2.** Rune-scored Armour
3. Mithril Armour

Notes: In sunlight, this coat of Mithril chain seems dull and ancient, although it remains sturdy and well maintained. It is only underground, by the light of a torch or lamp, that it reveals the quality for which it is named: its mail links glisten, as though it were sewn from the stars themselves.

Companion: Trotter
Item: Bow of Celebrían

Type: Bow
Craftsmanship: Elven
Banes: Orcs
Qualities:
1. Sure Shot **2.** Keen **3.** Biting Dart

Notes: Whilst never actually owned by Elrond's departed wife, this delicate bow is named in her honour for it was used on the tragic hunt for the Orcs that once captured her.

Companion: Caranthir
Item: The Crown of Spiderhollow

Type: Helm
Craftsmanship: Elven
Banes: Spiders
Qualities:
1. Cunning Make **2.** Close Fitting
3. Warding-spell

Notes: At first glance this delicate headpiece looks to have been woven from spider webs and ivy, but closer inspection reveals that it is carved from wood so delicately that it only appears so.

Magical Treasure Index

This sample Magical Treasure Index is based on the adventures of Thorin's company on their quest to reclaim Erebor from Smaug, as though it were part of a campaign for *The One Ring*. Incidentally, the Hoard of Smaug was likely rated at Treasure***, whereas the Hoard of the Trolls was rated at Treasure*.

Loremaster: - **Campaign:** The Quest for Erebor

Campaign Members: Bilbo Baggins, Thorin Oakenshield, Fíli and Kíli, Balin, Dwalin, Dori, Nori, Ori, Óin, Glóin, Bifur, Bofur and Bombur.

- Precious Objects -
(no ᴛ results)

Notes:

A great, golden, two-handed cup, it is carved with bird and flowers, their eyes and petals jewels. Worth 100 Treasure points, sentimental to the Dwarves of Erebor.

A necklace made of five hundred emeralds as green as grass, gifted to the Dwarves of Erebor by Girion, Lord of Dale. Worth 100 Treasure points, sentimental to the Bardings.

A belt of pearls and crystals, made to accompany the Mithril Coat. Worth 60 Treasure points.

A belt crusted with scarlet stones. Worth 40 Treasure points.

A helm of figured leather, strengthened with steel and studded about the brow with white gems. Worth 60 Treasure points.

- Wondrous Artefacts -
(at least one ᴛ result)

Notes:

The Diamond Studs of Old Took
A pair of diamond studs that fasten themselves and never come undone until ordered (Blessing of Courtesy)

The Arkenstone
This great white gem was the greatest prize ever found by the Dwarves. Named the Heart of the Mountain, the Arkenstone of Thrain, it is a globe with a thousand facets. It shines like silver in firelight, like water in the sun, like snow under the stars and like rain upon the Moon. (Greater Blessing of Awe).

Silver-scored Clarinet
This seemingly simple instrument makes music as clear and beautiful as any other, enchanting all who hear it (Blessing of Inspire).

Searching Stick
A gnarled old walking stave that, when poked about into dark and dusty corners, has a habit of turning up just what is required (Blessing of Search).

Famous Weapons and Armour

Companion: Thorin
Item: Orcrist

Type: Sword
Craftsmanship: Elven
Banes: Orcs
Qualities:
1. Luminescence **2.** Raging
3. Superior Grievous

Notes: A long sword with a jewelled hilt, Orcrist was crafted by the High Elves of Gondolin for use in the Goblin-wars. Its name means Goblin-cleaver, but the Goblins know it better by the name Biter.

Companion: Fili
Item: Shield of the Dead

Type: Shield
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Superior Reinforced **2.** Rune-scored Shield
3. -

Notes: This shield, ornately decorated by a Dwarven craftsman of ancient Erebor, was made for a warrior now-long dead.

Companion: Glóin
Item: Axe Under the Mountain

Type: Axe
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Superior Fell **2.** Gleam of Terror
3. -

Notes: This silver-hafted axe was once wielded by the King Under the Mountain and was believed lost when Smaug the Terrible drove the Dwarves from the Lonely Mountain. Perhaps it was recovered when his hoard was divided among the victors of the Battle of the Five Armies.

Companion: Bilbo
Item: Sting

Type: Short Sword
Craftsmanship: Elven
Banes: Orcs
Qualities:
1. Luminescence **2.** Superior Keen
3. Superior Grievous

Notes: To a Man or an Elf, this blade might only be a dagger, but to a Hobbit it is akin to a short sword. Forged in Gondolin by Elven-smiths, this blade glows blue in the presence of Orcs and their foul kin.

Companion: Bilbo
Item: Mithril Coat

Type: Coat of Mail
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Cunning Make **2.** Mithril Armour
3. -

Notes: This small mail shirt was once wrought for a young Elf-prince in the ancient past. It is made of Mithril and can turn even the most grievous of blows.

Companion: Balin
Item: Coat of Silver Mail

Type: Coat of Mail
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Ancient Cunning Make **2.** Ancient Close-fitting
3. -

Notes: Once gifted to the son of Girion, the Lord of Dale, this mail coat was wrought of silver but was as strong as triple steel. Its like has never been seen before or since.

Magical Treasure Index

This sample Magical Treasure Index is based on the adventures of a company adventuring in Eriador itself, and as such is slanted towards Elven and Númenórean treasures. Compared to the other two sample Magical Treasure Indexes, it is closer to what a 'default' power level should be, illustrating how you can tailor the potential of the magical treasure to suit the needs of your game.

Loremaster: - **Campaign:** Ruins of the North

Campaign Members: Thraindan the Dwarf, Fareth the Ranger, Frida of the Lake, Tom Mugwort, Hobbit of the Shire.

- Precious Objects -
(no τ results)

Notes:

A great pearl set in an elaborate golden brooch carved with images of the sea. It is said to have been made in the lost Dwarven city of Belegost. Worth 40 Treasure points.

A ruby hanging from a simple silver chain made by the Men of Westernesse. It is said that, on the coldest nights, the ruby is always warm. Worth 60 Treasure points.

A great golden necklace of Dwarven-make, set about with dozens of tiny amethysts that sparkle in the sunlight. It was once worn by the finest beauty of Beleriand, or so the Dwarves would have you believe. Worth 40 Treasure points.

A delicate silver tiara decorated with a single diamond at the peak, of such workmanship it could only have been made in Eregion. Worth 100 Treasure points.

- Wondrous Artefacts -
(at least one τ result)

Notes:

A horn, once belonging to a white oxen, and now inlaid with fine silver tracery. When blown, all who hear it feel their hearts gladden (a Blessing to Inspire).

A ring crafted by the Men of Westernesse. When worn on the left hand it allows the wearer to find what was thought lost; when worn on the right hand it allows the wearer to hide what must not be found (a Blessing to Search and Stealth).

An otherwise unremarkable circlet that makes the wearer's sight crystal clear (a Blessing to Awareness).

A walking stick that seems to lead the way along untrodden paths (a Blessing to Explore).

A pair of soft leather slippers made from the hide of a white deer, that mask the footsteps of the wearer (a Blessing to Stealth).

A beautifully carved ring of gold that gilds the wearer's honeyed words (a Blessing to Courtesy).

A sword sheath wound about with images of an ancient victory procession, perhaps dating to the First Age of the world. When a sword is drawn from this sheath, all who see it are compelled to bow down in honour to the bearer (a Greater Blessing to Awe).

A silver clasped collar that makes everything the wearer say seem agreeable (a Blessing to Persuade).

Famous Weapons and Armour

Companion: Fareth
Item: Blade of Arahel

Type: Long Sword
Craftsmanship: Númenórean
Banes: Evil Men, Undead
Qualities:
1. Keen **2.** Raging
3. -

Notes: A finely made but unadorned long sword, this blade was said to have belonged to Arahel, one of the first chieftains of the Dúnedain.

Companion: Frida
Item: Moruin

Type: Great Bow
Craftsmanship: Elven
Banes: Orcs
Qualities:
1. Grievous
2. Biting Dart
3. -

Notes: The wood that this bow was made from was hewed in ancient days from a mallorn tree that had been blackened by the fires of war. Something of those dark days remains in the wood.

Companion: Thraindan
Item: Helm of Belegost

Type: Helm
Craftsmanship: Dwarven
Banes: n/a
Qualities:
1. Close-fitting **2.** Ancient Cunning-make
3. -

Notes: This slight, silvered-steel helm was once worn by a warrior of Belegost; what became of him has been lost to the annals of time, but the helm itself remains pristine.

Companion: Tom
Item: Hollin-ward

Type: Shield
Craftsmanship: Elven
Banes: Orcs
Qualities:
1. Reinforced
2. Warding Spell
3. -

Notes: In ancient times the Elves of Eregion and the Dwarves of Khazad-dum were fast allies, until ill-fate befell both peoples. This shield dates from that time, and although of Elven craftsmanship it also bears the runic marks of the Dwarves.

the Eye of - Mordor -

"The number must be few, since your hope is in speed and secrecy. Had I a host of Elves in armour of the Elder Days, it would avail little, save to arouse the power of Mordor."

As the Twilight of the Third Age approaches and the War of the Ring begins, the will of the Dark Lord pushes all wicked things to evil ends. Especially after the revelation of Sauron in the year 2951, adventuring becomes more and more dangerous, as the Shadow begins to awaken again and its spies and servants are put on watch.

Many unfriendly things that have little love for Elves, Dwarves and Men are stirred into action, and those that dare to journey across Middle-earth find themselves often plagued by an ill-fortune. Distant folks grow suspicious and estranged once again. The arm of the Enemy is growing longer every day.

Furthermore, these are the years of the fading of the Eldar, and the waning of their power is felt in every corner of the land as a lengthening darkness. Everywhere but inside their protected sanctuaries, those who oppose the will of the Dark Lord risk to be noticed by prying eyes, and be confronted by His vengeance.

The possibility that a company catches the Eye of the Enemy is expressed in gaming terms through the optional mechanics concerning Eye Awareness and the Hunt.

Eye Awareness

Eye Awareness is a numerical value that is kept track of from session to session. It measures the hostility of the game world towards the group of heroes, and the level of attention that the Enemy reserves for them.

In general terms, the level of Eye Awareness depends on how many heroes are in the group, which cultures are represented in it, and on the intensity of its adventuring activity. A larger and more active group of heroes including a High Elf from Rivendell has more chances to raise suspicions and stir the minions of the Shadow into action than a smaller group composed solely of Hobbits.

- To keep track of Eye Awareness it is best to use a number of counters or tokens (glass beads work fine) that should be placed on the gaming table, within reach of all players. You will need approximately 20 tokens.

Starting Eye Awareness Score

The starting Eye Awareness of a company is calculated at the beginning of each Adventuring phase. This value is determined by the composition of the group, as the Enemy keeps a closer watch on those individuals he hates, or fears, the most.

Check the table below to find out the individual score corresponding to each hero in the company.

Companions	Eye Awareness
Hobbits	0
Men	1
Dwarves	1
Silvan Elves	1
Dúnedain	2
High Elves	3

Loremaster characters journeying with the heroes are not normally considered part of the company for the purposes of calculating Eye Awareness.

- To find the starting Eye Awareness of the company, add up the individual scores of all companions in the group, then add 1 for each hero with a score of either Wisdom or Valour at 4 or more.

- Additionally, powerful weapons carried by companions may also arouse the suspicion of the spies of the Enemy: add 1 for each Famous Weapon and Armour carried by the companions.

Increasing Eye Awareness

During the Adventuring phase, a number of circumstances may lead to the increase of a company's Eye Awareness score. The following paragraphs detail these particular conditions. The Loremaster must keep track of these instances, and update the Eye Awareness score of the company accordingly.

Note that most of the circumstances described below pertain to conditions happening outside of combat.

Rolling Eyes

Rolling the eye icon on the Feat die gains a supplementary meaning when using the rules for the Eye of Mordor. When under the Shadow, even the most successful exploits can be tainted by fear and self-doubt...

- Raise the Eye Awareness by 1 point whenever a die roll made by a player outside of combat produces an eye icon, regardless of whether the roll resulted in a success or a failure.

If the Loremaster considers it appropriate, rolling an eye under particularly dramatic or otherwise grave circumstances may increase the Eye Awareness by 2 points or more instead of 1 (for example, if the company was travelling across a land qualifying as a Blighted Area).

Conversely, if the company is currently in a place either qualifying as a sanctuary or otherwise deemed by the Loremaster to be safe, do not increase the Eye Awareness score at all for any roll producing an eye.

Shadow Gain

A hero who is tormented by grief and beset by the threat of corruption carries a burden that the Shadow is quick to recognise and exploit.

- Whenever a companion gains 1 or more Shadow points outside of combat increase the Eye Awareness level by an equal amount.

Using Magic

Blatant displays of magical power further augment a company's Eye Awareness score, in a measure that is proportioned to the magical effect.

- If a companion uses a Virtue that is considered to be 'magical (see box), raise the Eye Awareness by 1 point.

- Open displays of magical power invoked by a Wizard or another Loremaster character capable of such feats provoke the increase of the Eye Awareness score by 1 point in case of a lesser effect, 2 points for a major spell, and 3 points for a really powerful spell (see box).

'Magical' Virtues

"If there are any to see, then I at least am revealed to them," he said. "I have written Gandalf is here in signs that all can read from Rivendell to the mouths of Anduin."

Many Virtues possessed by the various cultures of Middle-earth are considered to be magical by members of other folks, but often are simply the result of well-honed professional skills and talents. But that is not always the case; some abilities can only be explained fully by taking into consideration the subtle enchantment of Middle-earth.

The following Virtues are considered to be magical for the purposes of increasing Eye Awareness:

Beornings: Night-goer
Dwarves of the Lonely Mountain: Broken Spells
Elves of Mirkwood: Wood-elf Magic
Woodmen of Mirkwood: Staunching Song
High Elves of Rivendell: read the descriptions for Beauty of the Stars and Skill of the Eldar

Examples of Displays of Magical power

Here follow some examples of undisguised magical feats that may cause an increase of the Eye Awareness score of a company. Note that not every use of magic does apply; for example, tracing signs on a surface that will be visible only to friendly eyes, or embellishing pipe-smoke or fireworks with shapes and colours does not provoke the increase of Eye Awareness – unless they are done in the wrong place, or at the wrong time, of course!

- Lesser effects (+1 point): Illuminate a dark passage with a short blaze of magical light, open a locked door, play tricks with voices or sounds.
- Major spells (+2 points): Light a fire in the storm, block a door against a powerful adversary, make a tree burst into flames.
- Powerful spells (+3 points): Rain lightning down upon an advancing enemy, lend speed to a travelling company, make the waters of a river swell with rage.

Resetting Eye Awareness

When an Adventuring phase ends, the tally for Eye Awareness is interrupted for the length of the Fellowship phase. The Eye Awareness score is set again at its starting value at the beginning of the following Adventuring phase.

The Hunt

Using the rules explained above, the Eye Awareness level of a company will change during the Adventuring phase, usually growing session after session as the consequence of the actions of the companions. Sooner or later, the score will eventually reach a set level, called the Hunt threshold.

- When the Eye Awareness matches or exceeds the current Hunt threshold, the group is *Revealed* to the Eye.
- While the score remains inferior to the threshold, the company is considered to be *Hidden* instead.

At the beginning of an Adventuring phase the company is most likely Hidden, unless their starting Eye Awareness score is already very high; in the eyes of the Enemy the adventurers are just a group of stray wanderers, and their actions are of small concern.

Setting the Hunt Threshold

Under most circumstances, the Hunt threshold to be applied to the Eye Awareness of the company at any given moment is based on the region where the heroes are located at that time. Check the tables below to find out the current Hunt level set against the company (take into considerations any relevant modifier).

Should the company leave their current region to enter another area of a different type, the Hunt threshold will also change, for example if the company leaves a region qualifying as a Free Land to enter a Border Land. In the case of the threshold decreasing, the Loremaster should check the Eye Awareness level to see if the change alters the status of the company from Hidden to Revealed.

The region traversed is a...	Hunt threshold
Free land	20
Border land	18
Wild land	16
Shadow land	14
Dark land	12

Hunt modifier	Description
+4	The company is protected by the blessing of a Wizard, or another powerful Loremaster character.
+2	The company is travelling under false names, treading paths that are seldom trodden, or otherwise taking actions to be discreet and unobtrusive.
-2	The companions have earned great renown in the area thanks to some exceptional deed.
-4	The Enemy is actively searching for the companions, or their mission or goal is known to them.

Revealing the Company

As explained above, when the Eye Awareness score of the company matches or exceeds the current Hunt threshold, then the company is considered to be *Revealed*. The Loremaster will now introduce a Revelation episode, a dangerous event reflecting the actions of an increased hostility of the game world towards the members of the company.

The source of this hostility may differ wildly from one Revelation episode to another: it may be the result of the direct actions of servants of the Enemy aimed to thwart the company's plans, an accident caused by the ill-will of another unfriendly power, or simply an unusual and sinister stroke of bad luck.

- As soon as the Loremaster has played out the Revelation episode, the Eye Awareness level of the company is set back at its starting level.

From that moment on, the tally for Eye Awareness is resumed normally; and thus may lead to another Revelation episode should the score reach the Hunt threshold once again, and so on, until the end of the Adventuring phase.

What does the Hunt represent?

For purposes of presenting the threat of the Hunt, the Loremaster should keep in mind that the mechanic does not simply represent the active searching of the company on part of servants of the Enemy, but also the general malevolence of the land itself towards the heroes and their goals.

There are many strange and dark powers in Middle-earth, and not all of them are necessarily in league with the Dark Lord...

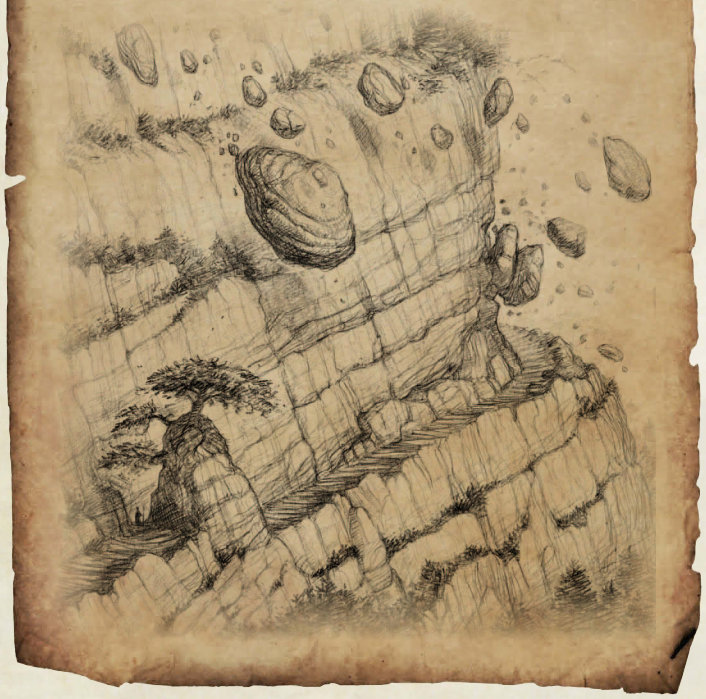
Revelation Episodes

To determine the precise nature and consequences of a Revelation episode, the Loremaster should usually weigh the current circumstances of the company and choose a course of events that will change the heroes' predicament for the worst. If the companions were already heading towards a difficult situation, now they will face one of their worst moments instead.

Regardless of the details, whatever happens to the company must spring naturally out of the ongoing flow of events experienced during a session; no Orcs appearing out of nowhere to attack while the company is sleeping at Beorn's House!

Serious Misfortune

If the company has been revealed by a die roll, it is possible that the same result has triggered at the same time another negative event (like a Hazard episode during a journey or a bout of madness). When this is the case, the Loremaster should combine the two (or three!) unfortunate circumstances into a single grievous instance. In the books, the tragic attempt by Boromir to seize the Ring may be interpreted in game terms as a bout of madness coinciding with the revelation of the Fellowship, while the attack by the Watcher in the Water in front of the gates of Moria could be seen as the cumulative effect of a Hazard episode and a Revelation episode.



Additionally, the nature of a Revelation episode should always suggest that there are strange forces at work; a distinctive aura that smells of something dark and foul; a malicious misfortune, the unusual behaviour of men or beasts, the faint trace of sorcery.

Generally, the current situation should provide the Loremaster with enough suggestions to improvise upon. If this is not the case, then the resolution of a Revelation episode should be held off, until an appropriate situation appears (possibly even waiting for the following session of play).

A typical Revelation episode may include a hero losing the other companions during a journey or while fleeing, the group running out of food as provisions are found to be unexpectedly spoilt, a decision taken by heroes proving to be the worst possible choice, an individual the company was waiting for failing to show up at a crucial moment, and so on.

Examples of Revelation Episodes

"Is it the will of the Dark Tower that steers us? All my choices have proved ill."

Here follow several examples of how the Loremaster may worsen the situation of a revealed company. A level of customisation is required, to adapt all suggestions to the actual situation of play.

- *Out of the Frying Pan...* The difficulty of all actions connected to the resolution of a chosen situation are raised by two levels. For example, *moderate* actions (TN 14) become *severe* (TN 18) for the length of a journey's leg, or for the entire next encounter.

- *Láthspell.* The coming of the company is interpreted as ill-news, and the heroes are given a colder welcome than expected: the Tolerance of an encounter is lowered by 2, as suspicions are roused and old prejudices flare up; if the encounter fails (Tolerance is exceeded) the companions are expelled, imprisoned or otherwise refused any help or support.

- *Do not tempt me!* A severe Wisdom test (TN 18) is forced upon a companion. The nature of the challenge may be overt or subtle, and should be based on the character's Shadow weakness. If the hero fails the test, he is subjected to the same consequences of a bout of madness (see *The One Ring* page 225) and gains one or more points of Shadow.

- *Lies and Threats.* An ally becomes an enemy, through coercion, betrayal or even sorcery. The individual is

now bent to do harm to the companions, and either acts directly or schemes in the dark.

- *A Weariness of the Heart.* An unnatural sense of tiredness has gotten hold of the company. Whether it is due to some subtle sorcery or else it is not clear, but all companions are considered Weary until the Loremaster deems it appropriate to the circumstances.

- *A Will That Lends Speed.* An enemy that the company was chasing or holding prisoner escapes, as if helped or hidden by an unseen hand.

- *Guided by Sinister Purpose.* A potential threat the company had a chance to avoid is now waiting for them. An Orc patrol they could try to ambush now automatically spots them; a Troll they could sneak past sniffs them at the worst possible moment; an unnamed terror that was sleeping in the deep places of the world is now aware of their passage.

- *Reckless Hate.* One enemy type that will be faced in combat soon gains the special ability Hatred (subject), focused on one heroic culture represented in the company.

- *Deadly Strife.* An enemy that will be faced in combat soon starts the fight with an additional pool of Hate points equal to the roll of a Success die. The Loremaster manages this pool as he sees fit, spending one point from the pool when a creature would normally reduce its Hate score.

- *We Come to Kill.* One enemy type that will be faced in combat soon gains the special ability No Quarter.

Using Hobbit Tales

If the Loremaster owns a copy of *Hobbit Tales from the Green Dragon Inn*, then the deck of cards contained within may be used to randomly generate a Revelation episode. The Loremaster may simply draw one or two cards, and seek inspiration from their titles, illustrations, quotes, or Effect icons.

heroic - cultures -

The heroic cultures presented over the following pages introduces the Dúnedain of the lost realm of Arnor and the High Elves of Rivendell as playable characters. While their presentation follows the general format used for all heroic cultures encountered so far, both character types require a number of special rules.

Experienced players and Loremasters of *The One Ring* will notice how several characteristics of both the Rangers of the North and the High Elves of Rivendell break some of the limits to character creation set by the core rules. As many have noticed during play, those limits were not introduced to diminish the fun of playing in Middle-earth, but rather to help everyone involved in the game experience a style of play that was as close to the spirit of the books as possible.

Having the players choose from a selection of strictly balanced heroic cultures mostly hailing from the same geographical area produces a more focused game, a playing experience firmly set within the perspective of a first-time adventurer.

Now, neither a Ranger nor a High Elf fits the definition of 'first-time adventurer'. The Dúnedain of the North roam the land of Eriador hunting for their enemies, and may travel much farther if their duty requires them to do so. If there is anything close to full-time heroes in Middle-earth it's the Rangers. Similarly, even the younger High Elves have witnessed hundreds of years of history and possess superior powers.

So, how does either a Dúnadan or a High Elf fit into a company of heroes from Wilderland? There are several options to choose from: maybe a new player has joined your group and needs a character able to compete with the other companions right from the start, or your campaign just saw the company cross over to Eriador, and a Ranger or a High Elf companion might help the heroes in making the transition from Wilderland.

Whatever the choice, it is strongly suggested not to add either a Ranger or a High Elf character to a brand new company, and to limit their presence to – at most – one or two individuals, if the original spirit of the game is to be preserved. Nothing ruins the wonder of a campaign built around young heroes seeking adventure more than the introduction of several veterans of many battles against the Shadow.

The paragraphs below set a number of game mechanics that apply exclusively to members of the 'unique' cultures presented in this book.

Modified Experience Points Costs

Heroes belonging to a 'unique' culture spend their accumulated Experience points very much like all the other character types: to gain a new rank in either Wisdom or Valour, and to enhance their proficiency in their Weapon skills. The difference is that it takes longer for a Ranger or a High Elf hero to improve his abilities.

The Experience Points Cost table below indicates the modified rates for raising Weapon skills and Cultural weapon skills, and to gain new ranks in either Valour or Wisdom.

Experience Points Costs for Rangers and High Elves:

Valour and Wisdom rank	Weapon skill level	Cost to attain new rank or level
-	♦	3
2	♦♦	6
3	♦♦♦	9
4	♦♦♦♦	14
5	♦♦♦♦♦	21
6	♦♦♦♦♦♦	32

Allegiance of the Dúnedain

"Lonely men are we, Rangers of the wild, hunters - but hunters ever of the servants of the Enemy..."

The Rangers of the North are the last remnant of the Dúnedain of Arnor, and are devoted to fight Sauron and his minions by an ancient tradition of war and strife. To a certain extent, this obligation sets the Rangers apart from other adventurers, as they do not share easily their burden with others.

- A Ranger who joins a company contributes normally to the creation of the Fellowship pool, but is not allowed to spend Fellowship points to recover lost Hope. Note that Rangers enjoy all the usual benefits deriving from having another hero in the company as their Fellowship focus.

High-Elves and Shadow

She was brought back to Imladris, and though healed in body by Elrond, lost all delight in Middle-earth, and the next year went to the Havens and passed over Sea.

High Elves cannot ever truly forget the taint of the Shadow once it has left its mark on their spirit. For this reason, High Elf characters cannot ever choose the *Heal Corruption* Fellowship phase undertaking. The only way they know to endure the burden of Shadow and remain in Middle-earth is to slowly 'distance' themselves from the world.

- Players may reduce the effects of corruption on their High Elf hero as an undertaking during a Fellowship phase:

The player chooses a Common skill and draws a black dot (or a small Eye...) to the left of its name to decrease their character's Shadow point total by a number based on the table below. It is not possible to mark the same skill twice.

Skill Rating	Shadow Reduction
1	1
2	3
3	6
4	10
5	15
6	21

Idril's Shadow score has been 8 points since her company's journey to the Mountains of Mirkwood. Fearing the consequences that further exposure to Shadow might bring, Idril's player decides to do something about it. After a thorough analysis of her character sheet, she decides to mark her skill of Insight ♦♦♦, a choice that lets her get rid of 6 points. Her Shadow score is thus reduced to 2.

Using Marked Skills

When an High Elf makes use of a marked skill, there is always the possibility that the hero is overwhelmed by a sense of hopelessness and fails to find the motivation to do the deed.

- Whenever a High Elf hero uses a marked skill outside of an Elven sanctuary, all rolls producing an result gain him 1 point of Shadow and are considered to fail automatically.

Idril has got rid of her fear and doubts, but has left behind herself part of her life in Middle-earth - when Idril will get to use her Insight skill, on an result she will feel an overpowering sadness that will prevent her from completing her task...

- Rangers of the North -

"...in the wild lands beyond Bree there were mysterious wanderers. The Bree-folk called them Rangers, and knew nothing of their origin."

When the Realm of Arnor ended long ago, the Dúnedain of the North did not abandon their struggle against the Enemy, but passed into the shadows and out of the history of most Men and Elves. Severely diminished in number, they became a secret people, wandering in disguise among crumbling walls and ruined towers. For almost a thousand years they dwelt in hidden places, in lonely woods and silent hills, but they never ceased to keep watch over the borders of their former kingdom as Rangers of the wild.

While the years have lengthened, the task of the Dúnedain has always been the same: to keep the folk of Eriador free from care and fear. They tirelessly patrol the region's many paths and roads and protect those who journey across them. They labour secretly, keeping to themselves while in the wild, and rarely giving their names to the travellers they save or to the countrymen whose farms they guard at night, when evil things come out from dark places.

There is little glory to be gained as Rangers of the North, as their valour cannot be rewarded with honour, and their deeds are seldom sung. The memory of their noble heritage is preserved in Rivendell, where their long strife against the Shadow is remembered and recorded. Since the days of their last King, the sons of the chieftains of the Dúnedain have been fostered in the house of Elrond, and it is there, in Imladris, that the heirlooms of their lost kingdom are treasured.

Description

The Rangers are the last descendants in the North of the Dúnedain, Kings among Men that once came to Middle-earth over the Sea out of Westernesse. When they do not disguise their features, they are tall and lordly, towering above most Men living in the North. They are often silent and grim of countenance, and look wise and mature beyond their years.

They generally wear comfortable but weather-beaten garments, favouring high leather boots and heavy cloaks of dark grey or green cloth, complete with ample hoods that can be cast over a worn helm.

Standard of Living

Little is known of the ways of the Dúnedain of the North, but what is certain is that the Rangers never wear or carry anything whose worth cannot be measured in a practical way. Their gear or garments are never considered precious for the gleam of stone or gold, but for their capability to endure long journeys and strenuous fights. This is why their culture's economy is ranked as *Martial*.

Ranger Adventurers

Ranger adventurers are seldom encountered, as a Man of the West rarely forsakes his duties - even when found journeying under foreign stars, a Ranger is almost certainly on an appointed mission. But younger Rangers may be encountered on occasion abroad, as the Dúnedain of the North see fit to engage in periods of errantry, and ride far afield disguised as merchants, sellswords, or just as simple wanderers, to extend their knowledge of the world. Among those few, it is not uncommon to encounter a young woman, for all females of that kin are fearless and strong.

Suggested Callings: *Scholar, Warden*. The Dúnedain of the North have chosen to protect those that are unwary of the true nature of the world, and to preserve the lore and wisdom of the North-kingdom - a duty no Ranger may forsake, even those who journey far from their lands.

Unusual Calling: T*reasure-hunter*. The Rangers of the North cherish their heritage and protect every testimony of their past as a precious relic. Woe to any who would dare to profane a tomb, or defile the stones of an Arnorian ruin.

Aragorn is not your Typical Ranger

Is Aragorn a typical example of a Dúnadan adventurer? Hardly so. While the Rangers certainly make for extraordinary adventurers, Aragorn is described by Gandalf as "the greatest traveller and huntsman of this age of the world" – a paragon of skill, wisdom and valour, a perfect example for all those who fight the encroaching darkness. Aragorn is not simply 'Strider', he is the chieftain of the Dúnedain of Arnor, bearer of the Sword That Was Broken, of the line of Valandil, Isildur's son, Elendil's son of Númenor...

What Aragorn Says...

- **Bardings:**
  "By a single black arrow, the Kingdom of Dale has been restored. King Bard shows the bearing of Girion in his deeds and words, and the hearts of the Men of Dale are fair and true. They may prove stronger than even the most cunning of the Enemy suspects."

- **Beornings:**
  "The followers of Beorn are a sparse lot, but they are fierce. Their prowess in matters of war cannot be doubted, and each Beorning can be counted as ten of lesser warriors. Yet I fear their recklessness may serve as a lure into dark ensnarements from which even their strength cannot escape."

- **Dwarves of the Lonely Mountain:**
  "As the forges of Erebor sing once more, Wilderland might find itself well-armed and armoured for the coming war, if the Dwarves of the Lonely Mountain do not fall prey to the fierce desires of their ancestors."

- **Elves of Mirkwood:**
  "For generations the subjects of the Elvenking have kept the corruption of Mirkwood at bay, yet they fail to see beyond their own walls. There is a threat in Mirkwood that cannot be ignored."

- **Hobbits of the Shire**
  "The land of the Hobbits exemplifies all that we fight for. The simple wisdom and stout hearts of its inhabitants will be deemed a precious gift when the darkness falls."

- **Men of the Lake**
  "King Bard's men who still dwell in Esgaroth have suffered greatly and recently at the slaying of Smaug the Terrible. Still, they rebuild. Still they carry on. Still they hope – and that is to be admired."

- **Woodmen of Wilderland**
  "The Woodmen face daily the dangers of the Wild and they have a courage all their own, for they are not of noble lineage. They fought all their battles alone, and will probably continue to do so in the future. Yet, even if they knew about their lonesome fate, I doubt it would weaken their resolve or change their course."

Cultural Blessing

- Foresight of their Kindred -

"And I say to you: if you pass the doors of Moria, beware!"

The Rangers of the North still have in a measure the foresight their ancestors possessed in full before their race was diminished.

- A Ranger of the North 'activates' the *Foresighted* Trait the first time that he successfully invokes it with the usual Trait rules (see the Traits section on page 92 of *The One Ring* for details). The activated Trait may then be invoked normally for the length of the current gaming session. When the session ends, the Trait won't be available for activation until the beginning of the following Adventuring phase.

All Ranger of the North characters add the *Foresighted* Trait in brackets on their character sheet.

New Trait: Foresighted
A sense of watchfulness, and of fear, may at times arise in you to warn you of a danger that has not yet come to pass. Even the wisest among your kin cannot always interpret these signs, and sometimes the reasons behind your sensations are never explained, as some of the things that you perceived do not actually come to be.

Starting Skill Scores

Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	0	Inspire	0	Persuade	1
Athletics	1	Travel	2	Stealth	2
Awareness	3	Insight	1	Search	1
Explore	2	Healing	1	Hunting	2
Song	1	Courtesy	1	Riddle	0
Craft	0	Battle	1	Lore	2

Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

1) (Swords) 2, Spear 1, Bow 1, Dagger 1
2) Long sword 2, (Bows) 1, Spear 1, Dagger 1

Specialities

Choose two Traits from:

Beast-lore, Fire-making, Herb-lore, Lore of Arnor, Smoking, Story-telling

New Trait: Lore of Arnor
Your folk have long preserved the lore of the kingdom of Arnor, passing on its wisdom from generation to generation. You are learned in the old lore of the Rangers and you know the crossing paths of Eriador like the back of your hand. *Lore of Arnor* bestows the benefits granted by both *Old Lore* and *Region Lore (Eriador)*.

Backgrounds

1 - Herald

You wandered the far corners of the Northern Realm and travelled to places unknown to most of your kinsmen before you reached 14 years of age. Many miles and

many weeks spent into the Wild have made you strong and fit. Your talents have been noticed, and you have become a carrier of tidings, at the service of the many Rangers spread across one of the most dangerous realms of the world. Your vigour assures that news of the Enemy's movement and purpose is known to all who serve the lost kingdom, no matter how scattered they might be.

Basic Attributes: Body 8, Heart 6, Wits 3

Favoured Skill: Athletics

Distinctive Features:
(choose two Traits from those listed)
Energetic, Fierce, Hardened, Keen-eyed, Lordly, Secretive, Tall, Wary.

2 - Counsellor

You have been taught that the servants of the Enemy thrive upon secrecy and deception. It is not enough to keep them at bay by strength of arms: for the plans of their masters to be laid bare, their honey-tongued lies must be exposed and their twisted words unravelled. Fortunately, you can see through their tricks quite well and you can recognise honesty in all Men, Elves or Dwarves. These qualities are as valuable to your kin as a shield in battle, and will guide you in your search for the truth.

Basic Attributes: Body 8, Heart 5, Wits 4

Favoured Skill: Riddle

Distinctive Features:
(choose two Traits from those listed)
Bold, Cunning, Forthright, Hardy, Honourable, Lordly, Quick of Hearing, Stern

3 - Dreamer of Portents

From a young age you had vivid dreams that stole away many nights of peaceful slumber. You spent your waking hours interrogating yourself about the meaning of those visions, and through years of study and meditation you have turned your dreams into a gift that allows you to gaze into the hearts of those you meet. It is said that your ancestors in Westernesse possessed similar talents, and you believe you are the bearer of their legacy.

Basic Attributes: Body 7, Heart 7, Wits 3

Favoured Skill: Insight

Distinctive Features:
(choose two Traits from those listed)
Eager, Generous, Grim, Just, Lordly, Steadfast, True-hearted, Wary

4 - Keeper of Earth and Spirit

Though the simple folk of the North speak in harsh whispers when you draw near, they also turn to you in times of woe when a blight has set itself upon their lands, for you have hands of healing and have cultivated gifts of renewal. Clad in mud-stained boots and carrying pouches filled with sweet-smelling leaves and herbs, your presence brings relief to all who have been injured, both in body and spirit. Still, you spend long seasons in the Wild and are often regarded as a savage figure to be feared unless at the utmost end of need.

Basic Attributes: Body 7, Heart 6, Wits 4

Favoured Skill: Healing

Distinctive Features:
(choose two Traits from those listed)
Bold, Eager, Gruff, Hardened, Lordly, Secretive, Stern, Tall

5 - Solitary Vagabond

You have wandered long in the ruins and shadows of the Northern Kingdom. Whether beneath the burial mounds of Cardolan or amongst the ivy-choked ruins of Fornost, you have gazed upon the faded glory of your ancestors' halls and wept at the faded realm before you. By your sword, shadows are driven from these dark holds and in those rare moments of victory relics of kings past have been brought back to their rightful place among your people.

Basic Attributes: Body 7, Heart 5, Wits 5

Favoured Skill: Explore

Distinctive Features:
(choose two Traits from those listed)
Cunning, Energetic, Fierce, Grim, Honourable, Keen-eyed, Lordly, Steadfast

6 - Kingly Voice

Though the blood of Númenor has thinned in the waning years of the Third Age, many among the Dúnedain of the North still reveal the legacy of the Sea-Kings in their unexpected grace and hidden majesty. In spite of your road-worn garb and often harsh demeanour, the vestiges of that lost nobility emerges fully in your voice and words. You have turned this ancient gift into a beacon of hope in dark times; you are confident that inspiration can stir both your kin and the free folk of the North to stand strong in the face of evil.

Basic Attributes: Body 6, Heart 6, Wits 5

Favoured Skill: Inspire

Distinctive Features:
(choose two Traits from those listed)
Forthright, Generous, Gruff, Hardy, Just, Lordly, Quick of Hearing, True-hearted

Rangers of the North Names

The Rangers of the North retain the tradition of the Dúnedain to name their sons and daughters using the Sindarin tongue.

Male Names: Adrahil, Amlaith, Anardil, Anárion, Anborn, Angbor, Arador, Araglas, Aragorn, Aragost, Arahad, Arahael, Aranarth, Arannel, Aranuir, Araphant, Araphor, Arassuil, Arathorn, Araval, Aravir, Aravorn, Argeleb, Argonui, Arvedui, Arvegil, Arveleg, Baranor, Belecthor, Beleg, Belegorn, Beregond, Beren, Bergil, Boromir, Celepharn, Cirion, Damrod, Denethor, Derufin, Dervorin, Dírhael, Duilin, Duinhir, Ecthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil, Finduilas, Forlong, Golasgil, Halbarad, Hallas, Hirgon, Hirluin, Húrin, Ingold, Iorlas, Mablung, Malbeth, Malvegil, Ohtar, Orodreth, Thorondir, Thorongil, Turgon.

Female Names: Gilraen, Ioreth, Ivorwen, Lothíriel, Morwen.

Adventuring Age: 18-60
Rangers are generally sent out into the Wild at the age of twenty, when begin their customary period of errantry, but may begin to go on adventures even at a younger age. They retain their strength of body and will longer than most Men, but usually cease to travel far from Eriador when they reach their fifties.

Previous Experience

Players creating a Ranger of the North receive a higher amount of points to define the previous experiences of their character.

Players have 14 points to spend on raising their skills. The cost of raising each skill is shown in the two tables below. The first table gives the costs for Common skill levels, while the second shows the costs for Weapon skill levels.

Common Skill level to attain	Cost
♦	1 point
♦♦	2 points
♦♦♦	3 points
♦♦♦♦	4 points
♦♦♦♦♦	5 points

Weapon Skill level to attain	Cost
♦	2 points
♦♦	4 points
♦♦♦	6 points

Endurance and Hope

Even if the line of Meneldil son of Anárion failed and the folk of Arnor dwindled, the Dúnedain of the North remain a vigorous and hardy race. Ranger characters calculate their starting scores based on the ratings below.

Endurance: 23 + Heart
Hope: 8 + Heart

Cultural Virtues - Rangers of the North

The Rangers are what remains in the North of the great people that came to Middle-earth out of Westernesse, the Númenóreans. Their nobility of blood is exemplified by their many talents, even if their number has failed and their struggle has destined them to a life of secrecy.

Against the Unseen

"...when dark things come from houseless hills, or creep from sunless woods, they fly from us."

You have been raised in a land dotted with desolate ruins and burial mounds. You have heard the dead whisper with cold voices out of lonely barrows, while ghostly lights dance on haunted hills. There are few among mortal Men who know more about evil spirits or fear them less than you do...

When you first select this Virtue you learn how to *See the Unseen*. You may later reinforce your spirit with *Strength of Will* by spending 1 Experience point as your undertaking during a Fellowship phase. Finally, you reach the stature of a true *Wraith Bane* by spending another Experience point as a new undertaking during a later Fellowship phase.

See the Unseen

It is said that the Elven-wise can perceive shades and wraiths that are otherwise invisible to the eyes of Mortals. You have been taught to recognise the signs that betray the haunting of a restless spirit.

You are automatically aware of the presence or proximity of ghosts, shades and wraiths of any kind. A successful roll of **Lore** yields additional information on the nature of the haunting.

Strength of Will

In moments of fear, your will can strengthen your heart, so that you can withstand the great terror awakened in all Mortals by the denizens of the Unseen world.

When an undead creature forces you to make a Corruption or Fear test, if you invoke an Attribute bonus it is based off your favoured Heart score. If you pass your own test with a great success, you may let another companion who failed his own roll to pass the test instead, or two companions on an extraordinary success.

Wraith Bane

In long centuries of secret strife, the things that hide among the ruins of Arnor have learnt to fear the dour-handed Dúnedain.

When you hit an undead monster that can be wounded by your attacks with a Piercing Blow, the creature rolls one less die on its Protection test (to a minimum of 1 die).

Endurance of the Ranger

"Hardy is the race of Elendil!"

They say that a Ranger with a clear trail to follow can never be weary. You hope the saying will prove true, as it will be your fate to often travel in haste, to seek distant lands on urgent errands, or to relentlessly hunt your enemies.

If the total Encumbrance of the gear you are carrying is equal to or less than 14 you gain the following benefits: your maximum Endurance score is considered to be 3 points higher, and every time you obtain a great success on a Fatigue test you may let another companion who failed his own roll to pass the test instead, or two companions on an extraordinary success.

Royalty Revealed

Aragorn threw back his cloak. The elven-sheath glittered as he grasped it, and the bright blade of Andúril shone like a sudden flame as he swept it out. 'Elendil!' he cried.

The Rangers of the North belong to a bloodline of Kings, but they have learnt to hide from their enemies in the twilight years of their kingdom. Should you choose to reveal your heritage, your noble bearing will cause your enemies to pause, and your allies to cast away their doubts.

You may reveal yourself in battle, by shouting an ancestral battle-cry or unsheathing a weapon of high lineage, for example, or by showing a device or coat-of-arms during an encounter with someone.

In battle, when you fight in a Forward stance you may attempt the *Intimidate Foe* combat task in addition to your attack roll (instead of forfeiting your action for the turn), but from that point on all your foes gain the Hatred (Dúnedain) special ability and will attack you when given the opportunity.

During an encounter, you may upgrade the quality of one successful roll by one level, turning a success into a great success, or a great success into an extraordinary one.

Rumour of the Earth

"Where sight fails the earth may bring us rumour..."

Stretching yourself upon the ground with your ear pressed against the turf you can decipher the sounds of the earth. You can hear it groan when the Enemy treads upon it, or echo the distant gallop of horses, or sing in tune with the rushing of tumbling waters.

Once a day, you may make a **Hunting** roll: on a success, the Loremaster must give you a useful piece of information about a quarry you are hunting or a place you are seeking; the higher the quality of the success, the more information you obtain.

Additionally, if the **Hunting** roll was successful, you may spend 1 point of Hope: every roll you make until sundown or sunrise using a movement, perception or survival skill benefits from a free Attribute bonus.

Ways of the Wild

"...yet still some go wandering, sons of forgotten kings walking in loneliness, guarding from evil things folk that are heedless."

The Rangers of the North roam ceaselessly, hunting for wicked things and guarding all frontiers. For you the Wild has become as familiar as the road that leads home is familiar to Hobbits, and when forced to fight you can always find the best place to stand your ground and await your enemies...

When fighting in the wilderness, you receive one free Combat advantage bonus die. When on a journey, if you are the Guide of the company you are considered to be assuming all vacant travelling roles (you are considered to 'fill in' as the company's Huntsman, Scout and Look-out man at the same time, if no other companion is already covering that role).

Cultural Rewards - Rangers of the North

Lord Elrond of Rivendell has made sure that wisdom is not neglected among the heirs of Elendil the Fair, but a valiant man is given great praise and reward by his peers in the North Kingdom, as theirs is a world at war.

Heirloom of Lost Arnor

You have been entrusted with the keeping of an ancient relic, an artefact going back to the days when a King ruled the land.

When you choose this Reward, use the tables on pages 94-95 to create a Wondrous Artefact possessing one Blessing. You should create an interesting story and description for the object, possibly with the help of the Loremaster. The item is generally of Mannish craftsmanship, but might even be of Elven or Dwarven make.

In addition to the blessing possessed by the relic itself, you are recognised by your kin as its bearer, and as such you enjoy a +2 bonus to Standing.

The Star of the Dúnedain

Rangers have opened uncounted paths in the Wild, and have created many refuges and encampments. But the need for secrecy is so vital for their survival that it is a command of their chieftains that no one may be revealed the whereabouts of these places, nor taught to decipher the signs and runes leading to them, before they have earned their place among their veterans. You have been recognised this honour, and you are now entitled to wear a silver brooch shaped like a rayed star upon your left shoulder.

Raise your Standing score by 1. Moreover, while you are within the ancient boundaries of the realm of Arnor, you may make an **Explore** roll to find your way to one of these refuges. The quality of the success determines the distance to the nearest safe place: on a success, the refuge is within three days of march, on a great success within two days, on an extraordinary success the refuge can be reached within a few hours.

The refuges of the Rangers are always safe places, but their nature varies wildly: a refuge may be nothing more than a dry clearing on a hilltop, a shepherd's hut, a natural cave hidden by a waterfall, or the ruins of a hill-fort. Companions repairing there may find shelter, supplies of firewood, stores of dried food, medicinal herbs, and, if the place is inhabited, the possibility of exchanging tidings with other Rangers, or receiving or sending out messages. Resting in a Ranger's refuge allows each companion to recover 1 Fatigue even when travelling (only 1 point, regardless of the length of the stay).

Númenórean Arrows

For many long centuries, the "Men of the Sea" sent cohorts of archers to deluge their enemies under a rain of steel. Their long, black-feathered arrows can still be discovered inside burial mounds, or among the tall grass of Eriador, where long-forgotten battles were fought.

You start each Adventuring phase with a number of Númenórean Arrows equal to your Valour. When you attack using a bow, you may declare that you are using one of them: if you hit your adversary, he will lose an additional number of Endurance points equal to your Valour; moreover, he will miss his next attack, unless he spends a point of Hate.

At the end of the battle you can recover your used arrows (if the circumstances allow it), unless you failed an attack roll with an : in that case, the used arrow was lost or broken and cannot be recovered.

- High Elves of Rivendell -

"And here in Rivendell there live still some of his chief foes: the Elven-wise, lords of the Eldar from beyond the furthest seas."

Elrond Halfelven founded Imladris, the Last Homely House, in an age of darkness and fear, when all that was good and fair in the world retreated before the growing power of the Enemy. This place has ever been a secret refuge for the High Elves, the eldest and fairest of all Eldar.

In Rivendell they have dwelt in peace for many long centuries, but as the Third Age draws to a close, they have come to realise that the songs they sing in the Hall of Fire will soon become sorrowful dirges once more. Remembering past horrors and the ruin brought by the corruption of the Shadow, they lament what the future may bring – though let us not say that they are afraid. The High Elves are fair and tall, proud and powerful. They will not cower before the rising darkness out of the East.

Yet the wanderer who comes to Rivendell finds the High Elves to be creatures of contradiction. One moment they are merry and fair, chiding the younger races in song and jest. The next their faces turn grim and their words stern as they speak of the fading of the world.

Their long reckoning of the past ages of Middle-earth has taught them to savour each day to the fullest and face each sorrow with majesty and grace. More than any other folk in Middle-earth they know the virtue of hope and the power of shadow.

Description

In Rivendell can be found Elves with long, flowing golden locks, silver tresses and hair the colour of the dark shadows of twilight. They are at once venerable and noble as a king, yet hale and hearty as a warrior. They are tall and lithe, yet possess great strength and endurance. All High Elves of Rivendell have one thing in common: their pale faces are ageless, neither old nor young, yet written on them are the memories of both gladness and sorrow.

Standard of Living

The halls of Rivendell are filled with all manner of relics and treasure of the olden days, preserved by Elrond and his kin. Although dwindling in number, the High Elves of Imladris still craft beautiful objects and they have little need of anything from beyond their borders. Their culture's economy is ranked as *Prosperous*.

High Elf Adventurers

High Elves from Rivendell may be encountered beyond the Vale of Imladris, when they tire of their retreat, and start wandering across Eriador before finally returning over the Great Sea. They call themselves Exiles, and as they tarry in Middle-earth a while they sometimes join or help groups of adventurers. Younger High Elves, such as the sons of Elrond, may be found abroad, hunting Orcs or seeking lost lore, but always at the behest of their Master.

Suggested Callings: *Scholar, Wanderer*. Those High Elves that journey forth from Rivendell do so either to enjoy fully the closing years of their stay upon the shores of Middle-earth, or to gather what lost lore might be found in the ruins of a bygone age, to better confront the encroaching Shadow.

Unusual Calling: *Warden*. Even more than the other members of the Fair Folk, the High Elves are often little concerned with the ways of any other creature upon earth. They feel they have their own labours, and certainly they had their share of sorrows, even without meddling with the lives of other beings. This doesn't mean that the Elves won't march to war should a dire need arise, but they will always draw their blades with a heavy heart, knowing from experience how many victories proved fruitless in the past.

What Elrond Halfelven Says...

- **Bardings:**
  "The resurgence of the kingdom of Dale from its ashes is a gift to this age. May King Bard succeed where many before him failed."

- **Beornings:**
  "Beorn has opened the passes over the mountains. Travellers and adventurers from the East may now find their way to Imladris. Whether this is a good thing or not remains yet to be seen."

- **Dwarves of the Lonely Mountain:**
  "Against all hope, there is again a King under the Mountain. Will the Dwarves of Erebor honour the memory of Thorin, or will his dream be tainted by stiff necks, cold hearts and the desire to shut the rest of the world outside their stone doors?"

- **Elves of Mirkwood:**
  "Thranduil has let the fate of his father guide his choices as a ruler. His first concern is to guard his people, and this I cannot condemn. But hiding and ignoring the needs of other folks won't make winning the coming war any easier."

- **Hobbits of the Shire:**
  "When Bilbo Baggins left his comfortable Hobbit-hole he didn't know how dangerous his life would become. I hear there are others who are following his example, and I am sure they too cannot imagine what lies ahead of them. Still, I have no doubt that they would still wish to go: there is an adventurous side to any Hobbit."

- **Men of the Lake:**
  "I know little of the Men of Esgaroth, save that they prosper in spite of the dangers of Mirkwood, for their craftsmen and traders now pass over the Misty Mountains with rising regularity."

- **Woodmen of Wilderland:**
  "Amongst all Mortals, the Woodmen are the ones who know our Enemy better, as he has been at their gates

for many long years. Even though the Hill of Sorcery now lies deserted, shadows still slither forth from its pits."

Cultural Blessing

- Against the Unseen -

"...the Dead ride behind. They have been summoned..."

High Elves can perceive creatures that dwell in the wraith-world, be they spirits or ghosts, even when they are normally invisible to the eyes of the living (including *Unclad and Invisible* Ringwraiths).

Additionally, High Elves are considered to succeed automatically at any Fear test forced upon them by an undead creature.

Starting Skill Scores

Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe	2	Inspire	0	Persuade	0
Athletics	2	Travel	1	Stealth	0
Awareness	2	Insight	0	Search	0
Explore	0	Healing	2	Hunting	0
Song	2	Courtesy	1	Riddle	0
Craft	2	Battle	2	Lore	3

Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

1) (Spears) 2, Long Sword 1, Bow 1, Dagger 1
2) Great Bow 2, (Swords) 1, Spear 1, Dagger 1

Specialities

Choose two Traits from:

Elven Lore, Eriador Lore, Enemy of Sauron, Herb-lore, Smith-craft, Story-telling.

New Trait: Enemy of Sauron

All creatures of any kind recognise you as an enemy of Sauron. His servants fear you, and will avoid confronting you, unless confident in their superiority. When facing the proof of the presence of the Enemy, you cannot refrain yourself and must take action.

Backgrounds

1 - Counsellor of Elrond

Elrond is not so proud that he would act hastily without consulting those whose opinions he trusts, and who would not hesitate to point out the flaws within his plans. You are one of those to whom Elrond turns when he has need of advice, your honesty and fairness valued as much as your discretion and wits.

Basic Attributes: Body 5, Heart 5, Wits 7

Favoured Skill: Persuade

Distinctive Features:
(choose two Traits from those listed)
Cautious, Fair-spoken, Just, Patient, Proud, Quick of Hearing, Secretive, True-hearted

2 - Elf-lord

To the eyes of Mortals you are as a lord amongst princes. Fair of features and noble of heart, yet terrible to behold when angered. You have seen the glory of Eregion, and the golden armies of your forefathers, but now all that once was great is faded and all that you once ruled naught but ruins.

Basic Attributes: Body 6, Heart 5, Wits 6

Favoured Skill: Awe

Distinctive Features:
(choose two Traits from those listed)
Fair, Fierce, Honourable, Lordly, Proud, Stern, Vengeful, Wrathful

3 - Heir of Gondolin

A long time ago your kin dwelt in Beleriand, where they were smiths of great renown. They laboured long in their

proud cities, hidden from the world by a veil of secrecy, but this didn't save them from their dark fate, and now those lands are lost under the Sea, along with the great works of your fathers. Your hands cannot dare to replicate the beauty of that bygone age, but this knowledge does not prevent you from trying.

Basic Attributes: Body 7, Heart 3, Wits 7

Favoured Skill: Craft

Distinctive Features:
(choose two Traits from those listed)
Cautious, Elusive, Grim, Keen-eyed, Nimble, Patient, Proud, Secretive

4 - Vengeful Kin

You remember well the suffering the Orcs caused your kin, when they tortured and tormented them in their dark dungeons. Although you freed them, their faces were forever marred by the pain they suffered and they soon departed for the West. As long as such evil remains in Middle-earth, you cannot contemplate following them.

Basic Attributes: Body 6, Heart 3, Wits 8

Favoured Skill: Battle

Distinctive Features:
(choose two Traits from those listed)
Fierce, Grim, Lordly, Proud, Stern, Suspicious, Swift, Vengeful

5 - Wayward Wanderer

It has been many long years since you have called any one place home, travelling the backroads and Elven-paths of Middle-earth with the Wandering Companies. You have enjoyed fully what light is left in the world, singing and laughing and playing under the starlight. One day, the light will fade and you will return to the West, but not today.

Basic Attributes: Body 6, Heart 4, Wits 7

Favoured Skill: Travel

Distinctive Features:
(choose two Traits from those listed)
Elusive, Fair, Honourable, Merry, Nimble, Proud, Swift, True-hearted

6 - Guardian of Imladris

Outside the secret vale of Rivendell, the Third Age passes and stone turns to dust, iron to rust and paper to ash. Ancient wisdom slips away like sand in an hourglass, yet who is to say which secret might yet prove vital in the hour

of need? You have welcomed many wanderers at the doors of Imladris, travellers who journeyed countless miles seeking to hear the advice of Elrond and consult the lore of forgotten ages. You met everyone with the right words, at the same time trying to lay bare their true motives. Let whoever tried to betray your trust beware your wrath, for you are as kind as you are quick to anger.

Basic Attributes: Body 5, Heart 4, Wits 8

Favoured Skill: Lore

Distinctive Features:
(choose two Traits from those listed)
Fair-spoken, Just, Keen-eyed, Merry, Proud, Quick of Hearing, Suspicious, Wrathful

High Elven Names

Most names below belong to important Elves, and should only be used as examples to create new ones (Elven naming conventions are too complicated to summarise here).

Male Names: Aegnor, Aerandir, Amras, Amroth, Beleg, Caranthir, Celeborn, Celegorm, Cirdan, Daeron, Denethor, Edrahil, Elros, Erestor, Fëanor, Fingon, Finrod, Galdor, Galion, Gildor, Guilin, Gwindor, Haldir, Lindir, Mablung, Maeglin, Orodreth, Orophin, Saeros, Turgon.

Female Names: Arwen, Berúthiel, Celebrían, Celebrindal, Elwing, Finduilas, Idril, Nimloth, Nimrodel.

Adventuring Age: 500-1000
The High Elves of Rivendell are creatures from another age. They may become adventurers any time after they reach adulthood, although they are unlikely to venture beyond Imladris until they are half a millennia or more old. Even though a starting High Elf is far more 'experienced' than those of other cultures, he is still young and weak compared to his elder kin, and so is unlikely to be more than a thousand years old.

Previous Experience

Players creating a High Elf of Rivendell receive a higher amount of points to define the previous experiences of their character.

Players have 16 points to spend on raising their skills. The cost of raising each skill is shown in the two tables below. The first table gives the costs for Common skill levels, while the second shows the costs for Weapon skill levels. (The costs are the usual ones for all other heroic cultures, with the difference that a player creating a High Elf of Rivendell might invest his points to start the game with a Common skill at ♦♦♦♦♦♦, or a Weapon skill at ♦♦♦♦).

Common Skill level to attain	Cost
♦	1 point
♦♦	2 points
♦♦♦	3 points
♦♦♦♦	4 points
♦♦♦♦♦	5 points
♦♦♦♦♦♦	6 points

Weapon Skill level to attain	Cost
♦	2 points
♦♦	4 points
♦♦♦	6 points
♦♦♦♦	10 points

Endurance and Hope

High Elven characters calculate their starting scores based on the ratings below.

Endurance: 25 + Heart
Hope : 7 + Heart

Cultural Virtues - High Elves of Rivendell

Artificer of Eregion

Many eyes were turned to Elrond in fear and wonder as he told of the Elven-smiths of Eregion and their friendship with Moria, and their eagerness for knowledge.

You are studying the ancient craft of the Elven-smiths of Eregion, the greatest craftsmen of your kin. You learn how

to *Evaluate Treasure* when you first select this virtue. You may later master the secret of how to *Enhance Weapons* as your undertaking, and spending 1 Experience point during a Fellowship phase; finally, you discover how to *Enchant Weapons* by spending another Experience point as another undertaking during a later Fellowship phase.

Evaluate Treasure

You recognise the runes and secret symbols employed by the artificers of old to mark their work.

- When you are allowed to make a Magical Treasure roll, you may roll 1 additional Success die. This bonus die does not count towards the expenditure of Experience points in the case of the discovery of a Wondrous Artefact or a Famous Weapon and Armour.

Enhance Weapons

Choose the *Elven-smithing* undertaking to retire to your smithy and customise a weapon to suit the combat characteristics of its wielder.

- When you first enhance a weapon in your smithy, its user gains a bonus of +1 to all his attack rolls using the customised weapon. You may later undertake to improve the same weapon once again, for a total bonus of +2.

These improvement bonuses are applied until the hero wielding the weapon acquires a new level in the related Weapon skill. When this happens, the companion loses the associated bonuses, but you may eventually enhance it again, repeating the customising procedure.

Note that while certainly skillful, you cannot improve the craftsmaship of old: you may only enhance a weapon that does not possess Enchanted Qualities.

Enchant Weapons

Choose the Elven-smithing undertaking to use all your cunning as an artificer and work some of the light of the Blessed Realm into a weapon. The improved weapon now may harm creatures that would be normally vulnerable

New Fellowship Undertaking: Elven-smithing

The Sword of Elendil was forged anew by Elvish smiths...

A companion who is an Artificer of Eregion may retire to his smithy in the valley of Imladris to give himself unto the hammer and anvil to either enhance a weapon or to enchant it.

To complete his work, an artificer must accumulate 6 Craftsmanship points, in one or more undertakings. To gain Craftsmanship points, during the same Fellowship phase the companion may make a Craft roll, spend Experience points or gain Shadow, or a combination of the three.

- Gain 1 Craftsmanship point on a successful Craft roll, 2 points on a great success, and 3 on an extraordinary result.
- Spending Experience, you gain 1 Craftsmanship point for each Experience point you choose to spend.
- Finally, you may acquire Craftsmanship points by gaining Shadow, at the cost 1 Shadow for each Craftsmanship point gained.

If the artisan doesn't succeed in accumulating 6 points in the same Fellowship phase, take note of the number of points gained so far, to resume the work at a later Fellowship phase (the companion will have to choose the Elven-smithy undertaking again).

It is possible to improve an item for someone else. In this case, the companion who will receive the weapon will have to stay in Rivendell for the Fellowship phase and take part in the making of the artefact by renouncing to choose another undertaking. The artificer will still make the Craft roll, but it is the other companion who will eventually spend Experience or gain Shadow to complete the work.

only to weapons possessing Enchanted Qualities (like Wraiths and Ghosts, for example).

Beauty of the Stars

Pippin afterwards recalled little of either food or drink for his mind was so filled with the light upon the Elf-faces.

Your beauty is so unearthly that all but the hardest-hearted of Mortals can gaze upon you and not be swayed – or bewitched – by your countenance, even if afterwards they retain only a vague memory of anything but your glory.

Raise your maximum Hope score by 2 points. Additionally, you receive a bonus Success die to use during the introduction step of any Encounter. Finally, for every ᚠ result on the Feat die you get during the interaction step pick one of the following bonuses:

- When resolving the encounter, the company counts as having scored an additional success.

- After resolving an encounter with Mortals, choose a subject: that character retains only the vaguest memory of what was said or agreed. This effect counts as a magical virtue for the purposes of increasing a company's Eye Awareness (see page 112).

Elbereth Gilthoniel!

"A Elbereth Gilthoniel - o menel palan-diriel, - le nallon sí di'nguruthos!"

The name of Elbereth, the Queen of the Stars, is revered by all the Eldar still dwelling in Middle-earth. You may call on her name in a moment of great need, asking the Kindler to bestow her grace upon you.

If you or one of your companions are Wounded or Miserable, you can invoke the name of Elbereth and spend 1 or more Hope points to add an equal number of Success dice to a coming roll. Additionally, each Elven hero (or *Elf-friend*) in your company gains 1 bonus Success die on their next die roll too.

Might of the Firstborn

...on his brow sat wisdom, and in his hand was strength.

By the power that is in them, Elf-lords can fight the most powerful among the servants of the Enemy...

Once per combat round, when an adversary spends 1 or more Hate points to activate a special ability, you may roll Valour against TN 10, plus the Attribute level of the adversary. On a successful roll, the effects of the special ability are cancelled, but the adversary does not spend the Hate points.

If the roll was a great or extraordinary success, then the Hate points are cancelled too. If you fail the Valour roll, or you roll an ᛟ (whether the roll failed or not), you lose 1 point of Hope and you cannot invoke this virtue again for the rest of the battle.

Skill of the Eldar

"...we put the thought of all that we love into all that we make."

When at the height of their powers, Elves are capable of reaching levels of finesse unattainable by mortals.

When you roll a ᚠ result on your Feat die using a Common skill, you are additionally considered to have rolled a special icon ᛈ. As a consequence, your roll not only succeeds automatically, but is considered to have succeeded in a superior way (a normal success becomes a great success, and a great success becomes an extraordinary success.

When you complete an action with a ᚠ result, something unusual has taken place, something that mortal onlookers can only attribute to 'Elf-magic'.

Cultural Rewards - High Elves of Rivendell

A High Elf adventurer winning renown can be rewarded for his deeds with gear of great worth, coming from the vault hidden under the House of Elrond, or from his private collection.

Lesser Ring

You have inherited a lesser ring, one of the many magic rings that the smiths of Eregion made as essays in their craft before it was fully developed. While certainly not comparable to the major works of those gifted craftsmen, this magic ring is a powerful and dangerous artefact, to be kept secret and safe. Choose one of your Attributes, among Body, Heart or Wits. As long as you wear your lesser ring you gain a bonus of +1 to the basic rating of the chosen Attribute. Additionally, you also gain 1 point of permanent Shadow.

Books and Maps of Forbidden Lore

Elrond has entrusted you with the access to many precious texts and ancient maps compiled by Elvish scribes and long-dead scholars of the Dúnedain concerning the Shadow and its effects on the land.

Thanks to this forbidden knowledge, you have learned to recognise the presence of the Shadow in an area. You automatically recognise the threat of the Shadow when you are about to enter a Blighted place. When this happens, you may make a **Lore** roll: on a success, you identify the source of the blight, allowing you and you companions to lower the TN of any Corruption test by one level (TN -2).

Additionally, if you traversed at least a Blighted area during the last Adventuring phase and you suceeded in the associated **Lore** roll, you may spend a Fellowship phase compiling your experiences as your undertaking, to gain 1 Experience point.

Spear of the Last Alliance (great spear)

Thousands of spears were forged in the smithies of Imladris to arm the hosts of Gil-galad, and their long staves of ash were capped by a long spike at the other end.

When you roll a great or extraordinary success on an Attack roll using a Spear of the Last Alliance, you may spend 1 point of Hope to make a second Attack roll against a different opponent.

- Ranger of the North -

Fareth

Long have you hidden in the shadows and the wild realms near Imladris. You have walked in the dark tombs of the Barrow Downs and stood upon atop the great watchtower of Amon Sûl. Ever vigilant, you have guarded the world of Men from dark and wicked things, even though all you earned is a scornful name.

Yet in spite of your efforts and that of your kin, the servants of the Enemy grow bolder with each passing season and the time has come for you to wander alone no longer. Your blade shall shine like that of Elendil the Tall and your voice shall ring out like that of Elros the Halfelven.

Others may doubt that the blood of Númenor that runs in your veins has still in it the strength to face the Enemy, but that is what you will do – and they will wail at your coming.

the One Ring™

Name: Fareth

Culture: Rangers of the North — **Standard of Living:** Martial

Cultural Blessing: Foresight of their Kindred (can activate the Foresighted Trait once per Adventuring phase)

Calling: Warden — **Shadow weakness** Lure of Power

Experience
Total

Valour 2

Wisdom 1

- TRAITS -

Specialities: Lore of Arnor, Shadow-lore, Smoking

Distinctive Features: Fierce, Lordly, (Foresighted)

- ATTRIBUTES -

	Favoured	
Body	9	7
Heart	8	5
Wits	6	5

- COMMON SKILLS -

Awe		Inspire		Persuade	
Athletics		Travel		Stealth	
Awareness		Insight		Search	
Explore		Healing		Hunting	
Song		Courtesy		Riddle	
Craft		Battle		Lore	

- SKILL GROUPS -

personality	
movement	
perception	
survival	
custom	
vocation	

- WEAPON SKILLS -

Long sword		(Bows)		Spear	
Dagger		_____		_____	

Damage 7 (Ranged)

- REWARDS -

Keen long sword

- VIRTUES -

Parry 5 (Shield)

Armour 2d (Head gear)

- GEAR -

weapon	Keen long sword	damage 5 (1h)/7 (2h)	edge 9	injury 16 (1h)/18 (2h)	enc 3
weapon	Bow	damage 5	edge 10	injury 14	enc 1
weapon	Dagger	damage 3	edge P	injury 12	enc 0

armour:	Leather corslet	enc 8
headgear:		enc
shield:		enc

Endurance Rating 28 / 12 Fatigue

Hope Rating 13 / Shadow

Weary ○
Miserable ○
Wounded ○

- high elf of rivendell -

Cirmacar

You have dwelt in Imladris since its founding, leaving only once in your long years when Gil-galad called all banners to him and the Last Alliance of Elves and Men stormed the Black Land of Mordor. Those dark times rarely leave your thoughts, even in a place so fair as the hidden valley of Rivendell.

You will not suffer to see the world plunged into such darkness again. With the permission of Lord Elrond you have set forth upon the wild, to learn more of the designs of the Shadow and to do what's in your strength to resist them, so that none of the Free Folk of Middle-earth will have to endure such terrors again.

the One Ring™

Name: Cirmacar

Culture: High Elf of Rivendell

Standard of Living: Prosperous

Cultural Blessing: Against the Unseen (automatically succeeds at Fear tests from undead)

Calling: Scholar

Shadow weakness Lure of Secrets

Experience
Total

Valour 1

Wisdom 2

- TRAITS -

Specialities: Enemy of Sauron, Rhymes of Lore, Smith-craft

Distinctive Features: Proud, Wrathful

- ATTRIBUTES -

Body 5 (Favoured 8)

Heart 4 (Favoured 6)

Wits 8 (Favoured 9)

- COMMON SKILLS -

Awe	■■□□□□	Inspire	□□□□□□	Persuade	□□□□□□
Athletics	■■□□□□	Travel	■□□□□□	Stealth	□□□□□□
Awareness	■■□□□□	Insight	□□□□□□	Search	■□□□□□
Explore	■□□□□□	Healing	■■□□□□	Hunting	□□□□□□
Song	■■■□□□	Courtesy	■□□□□□	Riddle	□□□□□□
Craft	■■□□□□	Battle	■■■□□□	Lore	■■■■□□

- SKILL GROUPS -

personality	✦✦✦
movement	✦✦✦
perception	✦✦✦
survival	✦✦✦
custom	✦✦✦
vocation	✦✦✦

- WEAPON SKILLS -

Great bow	■■□□□□	(Swords)	■■□□□□	Spear	■□□□□□
Dagger	■□□□□□	_____	□□□□□□	_____	□□□□□□

Damage 5 (Ranged)

Parry 8 (Shield)

Armour 1d (Head gear)

- REWARDS -

_____

_____

_____

_____

_____

- VIRTUES -

Skill of the Eldar (a roll of ᚠ yields a superior quality of success)

_____

_____

_____

- GEAR -

weapon Long sword	damage 5 (1h)/7 (2h)	edge 10	injury 16 (1h)/18 (2h)	enc 3
weapon Great bow	damage 7	edge 10	injury 16	enc 3
weapon Dagger	damage 3	edge ᚠ	injury 12	enc 0

armour: Leather shirt — enc 4

headgear: — enc

shield: — enc

Endurance Rating 29 / Fatigue 10

Hope Rating 11 / Shadow

Weary ◯

Miserable ◯

Wounded ◯

Magical Treasure Index

Loremaster: _____ **Campaign:** _____

Campaign Members: _____

- Precious Objects -
(no ᛈ results)

For every find, roll on the tables on pages 91-92.

Notes:

- Wondrous Artefacts -
(at least one ᛈ result)

For every find, roll on the tables on pages 94-95.

Notes:

Famous Weapons and Armour

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

Notes:

Companion:
Item:

Type:
Craftsmanship:
Banes:
Qualities:
1.
2.
3.

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Eastern Eriador
Miles
0
50
100
150
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The Frozen Path
Mount Gundabad
Angmar
The Grey Waste
Lone-lands
The Peak of Mount Gram
Mount Gram
Golfimbul's Gully
The Tower of Twilight
Ettenmoors
The Burial Bog
Cairn of the Crag-king
North Downs
Lone-lands
Coldfells
The Dome of Sight
Fornost Erain
Greenway
Weather Hills
River Hoarwell
The Den of the Dúnedain
Goblin Town
Trollshaws
Castle Hill
Bree-land
East Road
The Last Bridge
The Huggins Hole
Rivendell
Brandywine Bridge
Midgewater Marshes
Weathertop
Bree
Old Forest
The Great Barrow Stone
The Angle
South Downs
Barrow Downs
Lone-lands
The Wolf-Den of the South Downs
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Mountain Pass
Lone-lands
Greenway
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Eregion
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Redhorn Pass
The Swanfleet
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